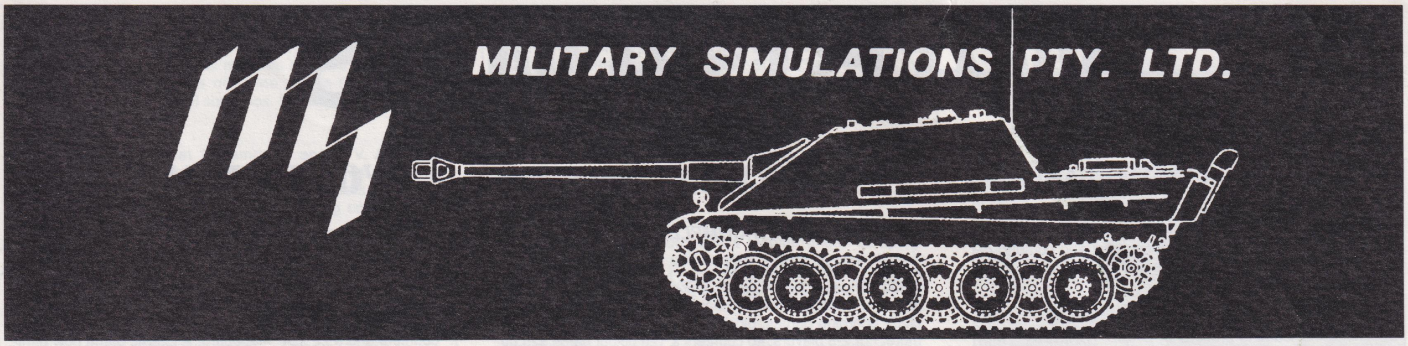


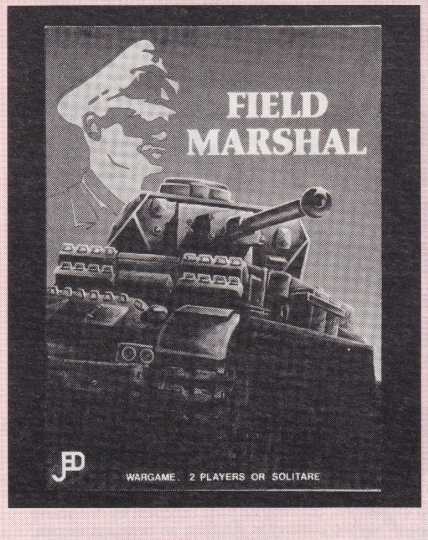
MAIL-ORDER CATALOGUE

The Greatest Selection of Conflict Simulations

Winter-Spring 1989

MIDDLE EARTH ROLE PLAYING GAME $25.00

When J. R. Tolkien wrote 'The Hobbit' and 'Lord of the Rings', he created the greatest fantasy world of all time! Now experience Iron Crown's Roleplaying adaption of this fantastic realm - with MIDDLE EARTH ROLE PLAYING. This is a boxed set containing a 32-page fantasy roleplaying primer, a 128-page illustrated rulebook, 56 full colour stand-up counters, and 14 scale maps for a sample adventure. The game mechanics begin with an introduction to the rules, and then give all the necessary guidelines needed to play this exciting simulation. Every player will assume the role of an individual hero in Middle Earth, this manufactured character will have multiple talents - perhaps even be able to use magic - and through various quests and adventures, he or she will gain valuable experience and thus improve certain skills. However, one player must direct the game by learning all the rules and preparing adventures for the players - this 'Game Master' controls everything but the characters themselves, from determining daily weather to commanding hoards of fierce Orcs! The central theme of the game is the adventuring party - a heroic group made up with every player's character. The Game Master selects various tasks and problems for the adventuring party to complete, he or she arranges the obstacles and challenges that have to be defeated or solved in turn. After every successful adventure the players are rewarded by the Game Master - character's attributes are enhanced, and treasure found during the game is divided between them. Probably the most endearing aspect of this type of game is the durability and versatility of play. A Middle Earth campaign can be enjoyed for years - players can, in time, see their imaginary creations rise in power and stature until their very deeds against evil become legend! Players and Game Masters alike will derive a feeling of satisfaction with the gradual growth of a character, from humble beginnings to great renown. Iron Crown also offer a huge selection of support material and commercial adventures that can be purchased when needed. These products enhance the detail of Middle Earth - describing entire nations or presenting noble quests against a host of noisome monsters and dark foes (see the Roleplaying section of this catalogue for further details). The MIDDLE EARTH ROLE PLAYING game is your passport to a new world of imagination and entertainment. Now available as an Australian printing.



FIELD MARSHAL is a two-person simulation of World War II style military strategy. It is designed to capture the trials and tribulations of a combined-arms command - players can choose to direct a blitzkrieg-style invasion, or construct a defense-in-depth with which to exhaust the enemy's strength. The rules have two levels of complexity - Basic: designed to introduce novice players to the mechanics of wargaming; and Tournament: for the more experienced gamer who wants a challenge. Both players in Field Marshal control an entire Army group consisting of armour, mechanised infantry, artillery, aircraft, paratroops, and marines. These forces are equal in strength, so only efficient and decisive deployment will achieve total victory. At the heart of this game are the Situation Cards - these represent random directives from a higher command, and each player must adhere to all such orders issued via these cards during the course of a game! These unexpected events make play tense - an inevitable victory could suddenly be postponed by the loss of one's own units to another front - or imminent defeat could be averted by the timely arrival of a Marine Corps on the enemy's flank. Components include 196 counters, full rules & clarifications, Order of Appearance charts, 32 Situation Cards, three 22"x8" mapboards, and a counter tray. FIELD MARSHAL is an ideal (and very cheap!) first purchase for any beginner. Veteran wargamers will, however, have many hours of entertainment with the furious speed of play and the element of surprise that the Situation Cards create.

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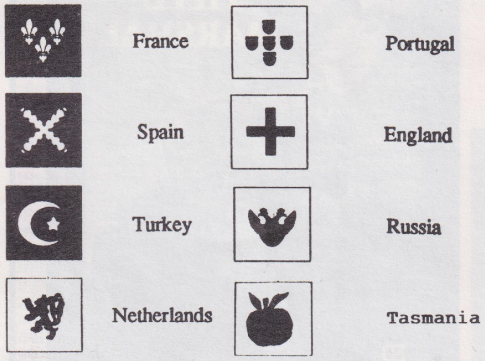

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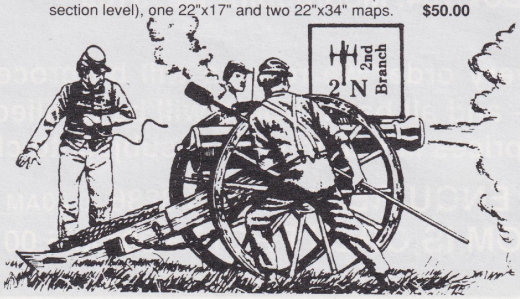

WORLD WAR ONE

LOW COMPLEXITY

AH **DIPLOMACY**
Trust & treachery and bluff & backstabbing for 2-7 players, leading pre WWI European powers through the pain and power of international politics. No dice required! 112 plastic counters and a 22"x24" mapboard. A classic game now printed in Australia. Find out who your real friends are! **$30.00**
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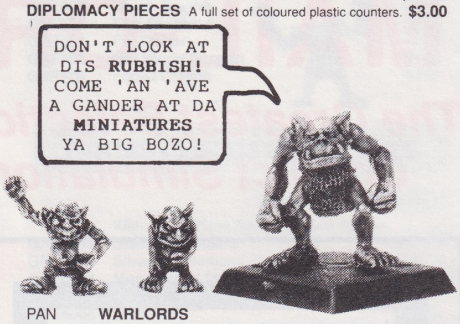

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2-7 Warlords bully, bribe, blackmail and butcher each other for control of China in 1916-1950. 252 colourful counters and a 19"x23" map. Military and diplomatic adventures. **$10.00**

MODERATE COMPLEXITY

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Global grand strategy for 2-5 players seeking military or economic victory. Includes weapons development and special forces. 430 counters and 20"x37" map. Boxed **$13.00**

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1-4 players command the economic and military growth of a European power from 1941 to 1945. 282 counters and three 8"x22" mapboards. Includes naval elements, Japan's influence on Europe, the A-bomb & political options. **$20.00**

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MODERATE COMPLEXITY

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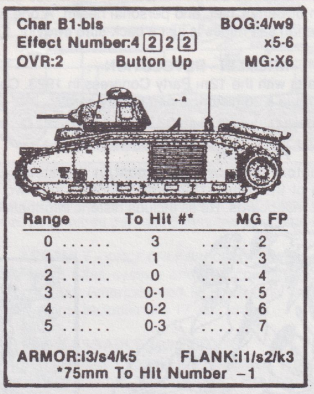
Char B1-bis BOG:4/w9
Effect Number:4 2 2 2 x5-6
OVR:2 Button Up MG:X6
Range To Hit #* MG FP
0 ..... 3 2
1 ..... 1 3
2 ..... 0 4
3 ..... 0-1 5
4 ..... 0-2 6
5 ..... 0-3 7
ARMOR:l3/s4/k5 FLANK:l1/s2/k3
*75mm To Hit Number −1

HIGH COMPLEXITY

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Probably the best tactical WWII system available. A very detailed production that features intricate game mechanics: 2 minutes per game turn, 40 metres per hex, unit scale 5-10 men or a single vehicle.

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The German and Russian expansion set: 2396 counters of vehicles, troops, artillery, Infantry. Heavy weapons, markers, etc. Four 8"x22" mapboards and 10 scenarios. **$90.00**

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Includes restructured armor & artillery system, as well as numerous new troop types, weapon systems, etc. With 8 scenarios, one 8"x22" mapboard, and 1096 counters. **$60.00**

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A magnificent, tense European & Mediterranean campaign game. 2-6 players must skilfully lead nations through 1939 to 1945. 550 counters and a 22"x32" mapboard. **$55.00**
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A grand strategy game for 2-5 players, covering the European and Mid Eastern theaters of operation from 1939 to '45. 800 counters from 19 countries + two 22"x34" maps. **$75.00**

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Operation Barbarossa, 1941-1942. Covers the problems of logistics, the air war, naval rules, the differing climate zones, and more! 2500 counters & six 21"x27" maps. Magnificently detailed grand strategy monster! **TO BE RE-RELEASED**

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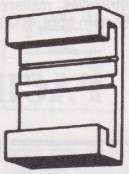
Makes playing on a vertical surface a perfect alternative for gamers with limited playing areas - ideal for conducting operations from the fridge, where liquid refreshment is right under your campaign! Also ideal for gamers with children - the great nemesis of wargaming - or pets (can you imagine trying to take Moscow before winter freezes your panzers, when along comes the cat and eats the SS!). Counter magnets can be stacked 8 to 12 units high, and come in two sizes; 1/2" for games such as RUSSIAN CAMPAIGN and the EUROPA series (80 magnets per box); and 5/8" for PANZER LEADER & 7TH FLEET sizes (55 magnets per box).



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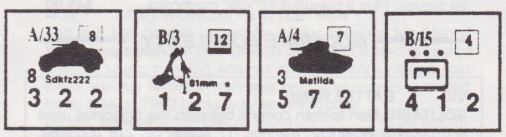
NORTH AFRICA

LOW COMPLEXITY

JED **THE AFRICAN CAMPAIGN** 2ND Edition
A fast, beer & pretzels game of the desert war from Dec. 1940-1942. Includes airpower, fuel supplies, minefields, fortresses, etc. 168 counters and 11"x32" mapboard. **$25.00**



MODERATE COMPLEXITY

WES • **DESERT STEEL**
New title in the Tank Leader series. With expanded rules for desert combat (vehicle facing & engineers, etc), with 15 scenarios plus variable terrain maps and a streamlined card activation system. Two 22"x17" mapsheets & 480 counters **$60.00**

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SOLITAIRE Command a lone B-17F on 25 bombing missions over Europe during Nov 1942 to May 1943. 88 counters and an 11"x16" mapboard. With individual crew-members and German fighters & flack. Good for campaign play. **$45.00**

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VIC **FRANCE 1944**
Covers the liberation of France, Belgium, Luxembourg and the Netherlands. The game mechanics employ a unique Initiative system to make play more exciting, and a strength & moral matrix for combat. 130 counters & 22"x32' map. **$40.00**

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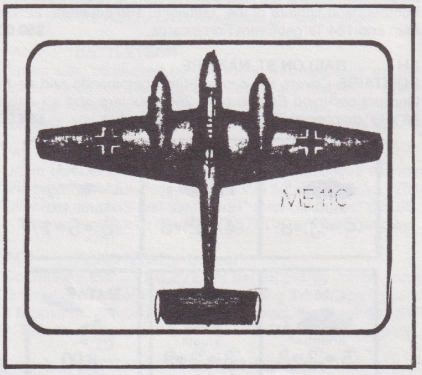
B-17 Airplane Cards



AH **STORM OVER ARNHEM**
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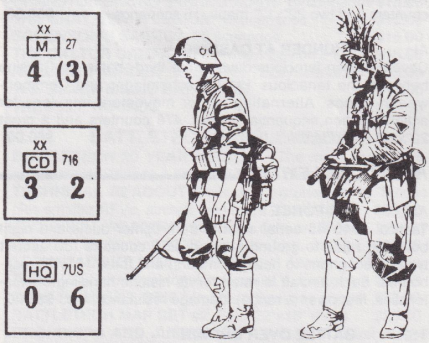

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Ambush! was designed specifically for solitaire play, using an ingenious system of Mission Cards and paragraph booklets to determine enemy tactical decisions. Unit scale: individual men and vehicles. Ground scale: 10 yards a hex.

VIC **AMBUSH!**
The player leads a squad of American troops on 8 missions through German occupied France. 218 counters and two 16"x22" maps. The Americans have set goals to achieve whilst the game system provides the opposition. **$60.00**

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60 new Character & Vehicle cards plus 11 missions. **$30.00**

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The ultimate 'Battle of the Bulge' game, the result of decades of research! This is an exciting and playable game with very high historical accuracy. Contains a campaign game, 3 scenarios, 24 historical options, 700 counters and 2 maps. **$90.00**

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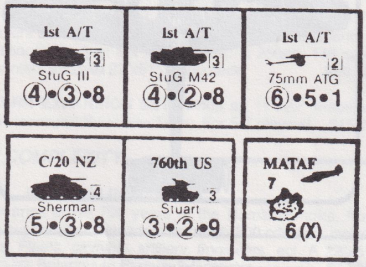
Ten days of battle where the Americans must link-up with the British at Utah beach and capture St Lo. 288 counters (at Battalion level) and a 22"x32" map (1km per Hex). **$50.00**

VIC **OPEN FIRE**
SOLITAIRE The player leads a platoon of American armour, the hidden German foe is controlled by the game mechanics. Each vehicle has multiple skill ratings. 6 missions, 210 counters and a 22"x32" map (50 metres per hex). **$75.00**

AH **PATTON'S BEST**
SOLITAIRE A campaign game that develops a Sherman tank-crew's skills through battle in France and Germany. 218 counters, a 22"x24" mapboard & 17 tank-data cards. **$60.00**

WES **R.A.F.**
SOLITAIRE The Battle of Britain, the survival of a nation, one player controls the R.A.F. whilst the game system pilots the bombers and fighters of the Luftwaffe. 160 counters, 22"x34" map and 134 Target/Event/Force cards. **$50.00**

AH **RAID ON ST. NAZAIRE**
SOLITAIRE Covers the daring British commando raid on the German-occupied French port. 260 counters and an artistic 16"x33" mapboard. Tense squad-level combat. **$55.00**



VIC • **SHELL SHOCK**
Unluckily I cannot tell you anything about this product except that it was designed as a two-player ***AMBUSH!*** system. However, knowing *VICTORY GAMES* it should be great fun**$90.00**

WES **SOLDIERS**
Squad-level combat in Europe. Introduces new mechanics such as Force Points and Risk Levels. Play includes airdrops, demolition, artillery, air support, and more. 300 counters and four 11"x17" maps (10 metres per hex). **$50.00**

WES **ST. LO**
The capture of St. Lo by the Americans would free the Allies from their precarious invasion landing sites. 400 counters (at battalion-level) & a 22"x34" map (306 yards per hex). **$40.00**

WES **TANK LEADER: WESTERN FRONT**
Tactical armoured combat where a player's grasp of C3 (Command, Control & Communication) is paramount. 320 counters and two 22"x17" maps. 15 scenarios. **$50.00**

AH **THUNDER AT CASSINO**
Covers eleven ferocious days of the third battle for Cassino between the tenacious 1ST Fallschirmjager and Commonwealth troops. Alternating fire or movement impulses for action-reaction sequential moves. 478 counters and a great 22"x24" mapboard. **$60.00**

HIGH COMPLEXITY

AH **AIR FORCE**
Tactical 1940-'45 aerial combat from fighter duels and night bombing raids to ground support. 255 counters (30 aircraft types - jet fighters to heavy bombers) and three 10"x16" mapboards. Each aircraft is rated for its historic handling characteristics, firepower (& range), damage resistance, etc. **$55.00**

TSR **BATTLE OVER BRITAIN**
The Luftwaffe and the Royal Air Force collide over the skies of England in a battle that will decide the fate of a nation. 800 counters and two 22"x34" maps. **$60.00**

AH **PANZER LEADER**
1944-1945 tactical combined-arms combat between swarms of Allied AFVs and the stoic German kampfgruppes. 384 counters (at platoon scale) and four 8"x22" mapboards (250 metres per hex). With infantry, AT weapons & APCs. **$55.00**

EASTERN FRONT

LOW COMPLEXITY

JED **RUSSIAN CAMPAIGN** Series II
This simulation allows players to enjoy the ebb and flow of strategic warfare in Russia without being encumbered by a plethora of rules. The award-winning rules capture the bold energy of Blitzkrieg and the chilling ferocity of winter warfare. 252 counters and a 24"x22" mapboard. Excellent value**$25.00**

GDW **THE GREAT PATRIOTIC WAR**
A fast-playing simulation of attrition and huge offensives on the bloody battlefields of the East; from the drive on Moscow, to the fall of Berlin. 5 scenarios + campaign. 240 counters and two 22"x16" maps. Plus free introductory-level game! **$50.00**

MODERATE COMPLEXITY

COA • **EDELWEISS**
German operations to capture the Soviet Caucasus. With very detailed terrain features and a low counter density. The Germans and their Allies must take various strategic objectives before the growing Soviet defence can counter-attack! **TBA**

TSR **MOSCOW 1941**
The German assault on Smolensk and the Russian capital, fighting against a growing soviet defense and deteriorating weather. 600 counters and a 22"x34 map. **$45.00**

AH **PANZERBLITZ**
Tactical warfare between the knights of the mechanical battlefield - tanks, assault guns and armoured cars. 352 large counters and four 8"x22" mapboards. With infantry, etc.**$55.00**

AH **RUSSIAN FRONT**
War in the East, 1941-'44. Basic, Advanced & Optional rules. 3 scenarios plus campaign. Covers land, sea and air battles. 518 counters and a beautiful 32"x22" mapboard. **$60.00**

WES **TANK LEADER: EASTERN FRONT**
Platoon-scale combined-arms combat 1941-1945. Features 72 Formation (with Experience, Morale & C3) cards, 320 counters & a variable terrain 22"x34" map. 15 scenarios**$50.00**

AH • **TURNING POINT AT STALINGRAD**
The attack & seige of this infamous city. Features area movement on a a very detailed aerial view mapboard. **$65.00**

HIGH COMPLEXITY

TSR **BARBAROSSA**
From Blitzkrieg to bloody quagmire, a corps-level simulation of the titanic struggle that was the Eastern front, with 3 scenarios plus campaign. 800 counters and two 22"x34" maps. **$75.00**

VIC **PANZER COMMAND**
Company-level armoured warfare from the Chir River district (west of Stalingrad). With a balanced scenario generation system. 280 counters (with 2 surprises!), 22"x32" map.**$50.00**

PAN **TRIAL OF STRENGTH**
The essence of mobile warfare is superbly captured with an intergrated movement and combat system. Has all the political intricacies, military nuances and logistical nightmares of the Eastern front. 800 counters and 48"x26" 8-colour map **$50.00**

PACIFIC THEATRE

LOW COMPLEXITY

AH **MIDWAY**
The turning point in the Pacific war. 3 levels of play. A nail-biting hidden-movement 'Search & Destroy' game. 235 counters, 14"x22" Searchboard & 14"x22" Battleboard.**$40.00**
GAMER'S GUIDE TO MIDWAY given FREE with game, or **$2.00!**

AH **VICTORY IN THE PACIFIC**
WAR AT SEA in the Pacific. A fast-flowing, entertaining game of the vicious land, air & sea battles of 1941-45. 318 large counters representing individual ships, army corps, bases & air groups. Plus a colourfull 22"x28" mapboard. **$45.00**

MODERATE COMPLEXITY

VIC **BATTLE HYMN**
SOLITAIRE Man-to-man combat between the tenacious Japs and nuggety American Marines. 17 scenarios, 218 counters, three maps (10 yards per hex), 90 character & vehicle cards. Uses the same excellent system as *AMBUSH!* **$80.00**

VIC **LEATHER NECK**
BATTLE HYMN expansion set. With four comprehensive missions, new rules (and errata), 60 new Character & Vehicle cards, 108 counters and two 8"x22" maps. **$45.00**

VIC **TOKYO EXPRESS**
SOLITAIRE Covers the night naval battles off Guadalcanal in '42. The US player must select and employ task forces to hunt down (or get ambushed by) Jap merchants & warships. With 3 levels of play and a 2-player option. 676 counters, one 22"x32" map, 120 Gunnery cards, log pads, etc. **$70.00**

HIGH COMPLEXITY

AH **FLAT TOP**
The Solomon Sea naval battles, 1942. Hidden movement makes play tense as Task Forces and carrier-borne aircraft probe the ocean for targets. 5 scenarios, 1300 counters (with 13 ship and 28 aircraft types) and a 28"x44" mapboard**$60.00**

VIC **PACIFIC WAR**
The Allied struggle against Japan, 1941-1945, involving vast sea battles and furious island invasions. 2340 counters and two huge 22"x32" maps. A massive campaign game. **$100.00**

POST WORLD WAR II

LOW COMPLEXITY

AH **KREMLIN**
3-6 devious players try their *DIPLOMACY* skills in the treacherous climb up the Soviet Politburo. A humorous battle for the position of Party Chief, and personal health. A one-way trip to the Siberian salt-mines is just a back-stab away! **$45.00**

AH **KREMLIN - REVOLUTION**
Play starts with the 12TH Party Congress in 1923. Contains 34 new Intrigue & 26 historical personality cards. **$18.00**

AH **PLATOON**
Introductory man-to-man combat in the steamy, tangled jungles of the 'Nam. 152 large counters and two colourful 11"x14" mapboards. Rules include historic information.**$40.00**

MODERATE COMPLEXITY

VIC **THE KOREAN WAR**
Operational-level simulation of the first year of the conflict. In this game supply acquisition or denial is as important as military strategy. 520 counters and two 22"x32" maps. **$60.00**

GDW **TEST OF ARMS**
Covers the many small wars fought throughout the Third World since 1950 - from Korea to Nicaragua. With 29 scenarios from 11 international flash-points. Full air/ground intergration. 480 counters, six 11"x16" maps. **$50.00**

WWW • **TOMMOROW THE WORLD**
1948: Nazi Germany & Imperial Japan, having just won WWII, are ready for the final showdown! Features include a global map, SS fanaticism, Banzi/ Kamikaze attacks, A-bombs, jet aircraft, Army sized units, fleets, 6 types of terrain, and more. This alternate history has 2 maps & 400 counters. **$80.00**

HIGH COMPLEXITY

VIC **VIETNAM 1965-1975**
Players require very carefull planning to achieve victory, both militarily and politicaly. 780 counters and two 22"x32" maps. Features a detailed order of battle & great mechanics **$50.00**

WORLD WAR THREE

LOW COMPLEXITY

GDW **TEAM YANKEE**
U.S. and Soviet tank companies clash in Europe. Includes artillery, chemical warfare and air support. 8 scenarios, 260 counters and four 13"x20" maps (100 yards per hex). **$55.00**

TSR **HUNT FOR RED OCTOBER**
Modern naval combat between individual ships in the North Atlantic. Includes a colourful 21"x36" mapboard, 144 large double-sided ship & sub counters, 160 smaller counters for aircraft, ect, and a 11"x17" battleboard. 8 scenarios. **$45.00**

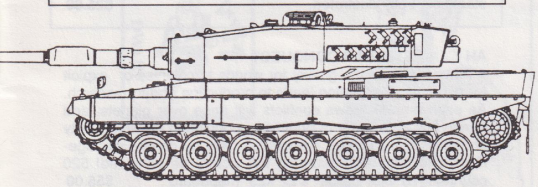
MODERATE COMPLEXITY

WES **AIR CAV**
Tactical helicopter warfare in Europe and the Mid. East. Anti-air and tank-busting patrols with land operations included. 10 scenarios, 400 counters and two 22"x34" maps. **$50.00**

GDW **AIR SUPERIORITY**
1980-90's aerial combat. 30 aircraft types from the F-104S Starfighter to the F-19A Stealth Fighter. 240 counters, four 10"x15" maps, 30 scenarios: 3 solitaire. Very popular **$50.00**

GDW **AIR STRIKE**
A supplement for *AIR SUPERIORITY* with air support and ground strikes (bomb runs & tank-busting) plus Anti-aircraft defense systems. New rules, 480 counters (32 new aircraft types, 38 AA types) six 10"x15" maps + 25 scenarios. **$50.00**

GDW **DESERT FALCONS**
24 Middle East scenarios, 1950s-80s, the proving ground for modern air combat tactics. Includes optional & advanced rules. 120 counters & 24 new aircraft Data Cards. **$15.00**



ASSAULT

European tactical warfare in the 1980's-90's with platoon-sized units. 250 metres per hex, 5 minutes per game turn.

GDW **ASSAULT - *ONCE ONLY SPECIAL PRICE!***
Introduces basic rules system and 480 counters to enable players to constuct American and Russian tank and infantry or recon battalions. Includes two 17"x22" maps. **$25.00**

GDW • **1990's ASSAULT 2ND EDITION**
Revisions were twofold: - update the equipment & counters to reflect the latest military technology in Europe; and then make the game more exciting, playable, and enjoyable! **TBA**

GDW **BOOTS & SADDLES**
Rules for combat helicopters and air defense weapons. Adds the 3RD dimension of Airmobile assaults to modern tactical firefights - with the dreaded tank hunters stalking their armored prey. 480 counters & two 17"x22" maps **$40.00**

GDW **BUNDESWEHR**
Introduces the East & West German armies (AFVs, APCs, Recon vehicles, Choppers & A.A. systems). Also includes new rules and NATO/Soviet units for combat engineering. 480 counters and two 17"x22" maps. **$40.00**

GDW **CHIEFTAIN**
Contains a complete array of weapons (aviation, engineering, recon, etc) for the British Army of the Rhine and the Netherlands (Dutch) armies. Includes a scenario design sequence. 480 counters & two 17"x22" maps. **$40.00**

GDW **FUTURE RELEASES!**
THUNDERBOLT: CLose Air Support in the 1990s.
BUNDESWEHR Revised
SECOND ECHELON Campaign Game rules set

AH **FLIGHT LEADER**
2-8 pilots engage in aerial dueling from the skies of Korea to the deadly airways over Europe. 520 counters (over 200 aircraft types!) and an AMAZING 22"x32' mapboard. **$65.00**

GDW• **LAST BATTLE**
Post holocaust battles in war-ravaged Europe. A desperate high-tech struggle for survival between individual men & vehicles. Rules include very detailed vehicle damage, plus leadershi p & unit cohesion. 302 counters, 64 vehicle cards and six geomorphic 11"x17" maps. Nine scenarios. **$50.00**

AH • **MAIN BATTLE TANK**
A detailed, yet fast moving squad-level game based on a near future conflict in central Europe. 436 counters include latest US, Soviet & West German APCs, AFVs, choppers, artillery & aircraft. Plus four 8"x22" mapboards. Great cover! **$70.00**

VIC **NATO: THE NEXT WAR IN EUROPE**
The massive Warsaw Pact army surges like a monolithic engine of the apocalypse into the heart of Western Europe & NATO's steel jaws. 390 counters and a 22"x32" map. **$40.00**

AH **TAC AIR**
US & West German forces must stem a Warsaw Pact invasion thru the Hof Gap. A very mobile combined arms air-land game. 13 scenarios from Brigade skirmishes to Divisional conflicts. 520 counters (battalions, batteries & aircraft flights), and a 32"x22" mapboard (1 mile/hex). Quite detailed. **$65.00**

HIGH COMPLEXITY

VIC **AEGEAN STRIKE**
The Warsaw Pact's assault against the Turkish Straits: Mediterranean war, both Strategic & Operational level. Land/sea/air battles. 520 counters plus 22"x32" map. **$50.00**

VIC **CENTRAL AMERICA**
South American Gun-ship diplomacy, from guerrilla incursions, covert and insurgency operations, to full military confrontations. Includes the air war. 780 counters (from over 17 nations) and a huge 32"x22" map. 16 scenarios. **$70.00**

AH **FIREPOWER**
216 counters representing individual soldiers, vehicles and heavy equipment. Small scale actions in any theatre. Four 8"x22" mapboards. 3 levels of play. Playable solitaire. **$55.00**

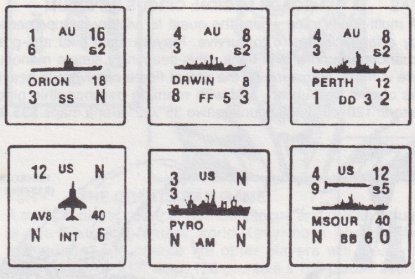
VIC **GULF STRIKE** 1988 2ND Edition
Operational and Strategic war in the Persian Gulf. Covers the land, sea and air elements in detail with superb triphibious integration. 1040 counters (from 16 nations), one 8"x22", two 22"x32" and two more 16"x22" maps. 7 scenarios. **$75.00**

WWW • **LIGHT DIVISION**
The Straits of Hormuz - the 29TH Light Infantry Division is pitted against the fanatical muslim militia and their less zealous regular military. Can the elan of the 29TH compensate for their lack of heavy equipment? 1 map and 400 counters. **$65.00**

VIC **SIXTH FLEET**
Naval and air operations in the Mediterranean, a detailed yet playable system of sea-borne confrontations. 644 counters (from 16 nations), two 22"x32" maps. 14 scenarios. **$75.00**

VIC **2ND FLEET**
Naval combat between individual ships, subs & groups of aircraft in the North Atlantic. 3 levels of play. 644 counters (from 7 nations) & two 22"x32" maps (46 miles a hex). **$70.00**

VIC **7TH FLEET**
Naval and air operations in the Far East. A polished version of *SIXTH FLEET* 's superb system. 740 counters (from 11 nations, including Australia!) and three 22"x32" maps. **$80.00**



VIC • **5TH FLEET**
Well, what can I say? At the time of printing this product wasn't available for review. I don't know how may maps it's got, or the counter density, scenario total, etc. Hell, we don't even know where the 5TH Fleet is stationed! Sorry. **$90.00**

SCIENCE FICTION

LOW COMPLEXITY

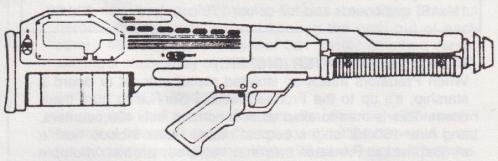
STE **ILLUMINATI DELUXE**
2-6 players scheme and fight for the ultimate control of the world, using & abusing as many organisations and institutions as possible! Stealth & guile are the key stratagem in this funny cardgame. With 108 large cards and 168 money chits **$40.00**

NOV • **LOST WORLDS - BATTLETECH**
This is a fast combat system for battles between two Mechs. Both players plan the duel blow by blow from a Mech's cockpit and, by using cunning against an opponent's moves, can infiict various levels of damage until a victory is awarded. Note: at least **TWO** books are needed to play!
Locust, Wasp, Warhammer or Rifleman **$12.00** (each!)
Griffin or Shadow Hawk **$10.00** (each!)

AH **MERCHANT OF VENUS**
1-6 daring galactic merchants set forth on an odyssey of travel & trade.This is a fun game of exploration, discovery, & greed as players race across the void to meet strange life-forms and rip them off! Optional rules introduce piracy, weapons, etc. 392 counters, 58 cards, 24"x22" mapboard. **$50.00**

WES • **STAR WARS COMBAT SIMULATOR**
A two-player duel between an X-Wing Starfighter and a TIE Interceptor using two 240-page illustrated books. Every page in each gamebook allows a player to choose from 3 speeds & 22 maneuvers, plus gives a pilot's eye view of all the action from the cockpit. A fast & highly entertaining system! **$45.00**

MODERATE COMPLEXITY



JASCHONEK FABRIKANT
A-9 STURMGEWEHR

IRO • **ARMORED ASSAULT**
Tactical-level combat between Hovercraft, Powered Armor, and Aircraft over alien landscapes. Looks like it's based on the *SF3D* Japanese style of hi-tech hardware. **TBA**

BATTLETECH

31ST Century tactical combat. five successor states vie for control of a galaxy, their main tool: Battlemechs, huge weapons platforms bristling with high-tech arms and piloted by the men and women who are the new knights of warfare.
See the *ROLEPLAYING* section for further titles.

FAS **BATTLETECH**
Future war, conducted by awesome war-machines on the hostile terrain of alien planets. Battles are fought for water and the remnants of a lost technology. 48 colour 'Mech counters, 120 other counters, and two 22"x18" maps.**$30.00**

FAS **CITYTECH** (unboxed)*
Urban combat rules for *BATTLETECH*. Introduces infantry and an array of futuristic conventional fighting vehicles. 256 full colour counters and two 22"x17" maps. No rules! **$20.00**
* **This item requires the *BATTLETECH MANUAL* to play**

FAS **AEROTECH** (unboxed)*
Completes the *BATTLETECH* battlefield by introducing atmospheric and orbital air combat using Aerospace fighters & Dropships. 224 counters & 22"x36" map. No rules! **$15.00**
* **This item requires the *BATTLETECH MANUAL* to play**

FAS **BATTLETECH REINFORCEMENTS**
110 full-colour, back printed, heavy stock, 5.5cm 'Mech coun-ters with stands.. Includes game record sheets.**$35.00**

FAS **BATTLEFORCE**
Small unit actions in the 31ST Century. Future warfare with AFVs, infantry, air support, artillery and 'Mechs. Uses hidden unit identity & multiple skill ratings. 450 counters, 2 34"x22" maps. This is a complete game, not a supplement **$55.00**

FAS **THE SUCCESSION WARS**
Five Successor States of the Star League fight four campaigns for the position of Star Lord. 480 counters (with 115 *BATTLETECH* Regiments), 48 Event cards, money and a 22"x34" map. Multi-player strategy game. **$60.00**

FAS • **BATTLETROOPS**
Boxed set featuring Infantry actions (set at individual level) & combined arms actions in the *BATTLETECH* universe**$50.00**

BATTLETECH SCENARIOS

CRANSTON SNORD'S IRREGULARS 14 scenarios **$15.00**
THE GRAY DEATH LEGION 15 scenarios **$15.00**
SORENSON'S SABRES 20 scenarios **$15.00**
THE GALTOR CAMPAIGN Between Davion & Kuria **$15.00**
ROLLING THUNDER 16 *BATTLETECH* scenarios **$15.00**
THE BLACK MAGIC BATALLION **$15.00**
THE KELL HOUNDS **$15.00**

BATTLETECH SUPPLEMENTS

BATTLETECH 20 YEAR UPDATE • The main characters, governments, friends & enemies haved changed! **$22.00**
TECHNICAL READOUT Stats and histories of 55 'Mechs plus smaller AFVs, aircraft, and more. Illustrated. **$20.00**
TECHNICAL READOUT #2 More data on 'Mechs, infantry weapons, equipment, AFVs, surface ships, etc **$20.00**
TECHREADOUT: 2750 • With 'Mechs, AeroSpace Fighters, Tanks, Hovercraft, personal equipment & Jumpships.**$25.00**
TECH READOUT: 3050 • (due Oct?) Same as above. **$25.00**
BATTLETECH MAP SET #2 Four 22"x18" maps **$25.00**
DROPSHIPS AND JUMPSHIPS A wealth of detail on the deep-space and orbital transports. Stats & history. **$25.00**
THE BATTLETECH MANUAL A complete source of the rules from *BATTLETECH, CITYTECH* & *AEROTECH* **$12.00**
CAMO SPECS Regimental painting guide. **$10.00**
4TH SUCCESSION WAR Vol. 1 Aug 3028 - Jan 3029 **$25.00**
4TH SUCCESSION WAR Vol. 2 • Jan 3029 - Jan 3030 **$25.00**
PLASTECH 16 plastic 'Mechs - these are an ideal scale for the *BATTLETECH* map sets. **$20.00**
WOLF'S DRAGOONS SOURCEBOOK **$22.00**

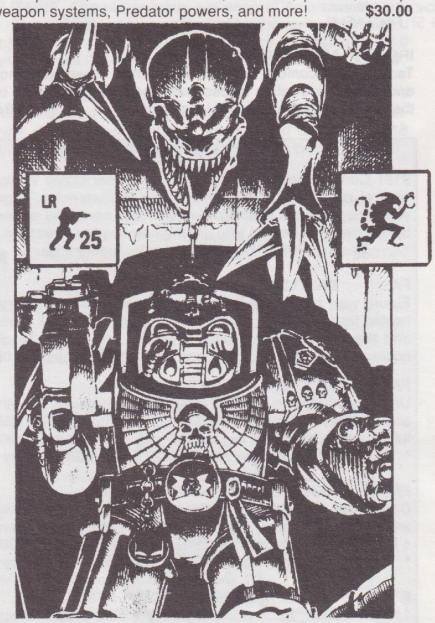
BATTLETECH NOVELS

DECISION AT THUNDER RIFT **$8.00**
THE SPIDER & THE WOLF Graphic Novel with two scenarios and a bar-room brawl game! **$8.00**
MERCENARY'S STAR **$7.50**
THE PRICE OF GLORY **$10.00**
WARRIOR: EN GARDE **$9.00**
WARRIOR: RIPOSTE **$9.00**
WARRIOR: COUPE **$9.00**
HEIR TO THE DRAGON • (due July?) **$10.00**
LETHAL HERITAGE • (due Aug.) **$10.00**
SHRAPNEL Short stories - illustrated in colour! **$30.00**

GAM **BLOCK MANIA**
2000AD, Mega City 1: a city block attempts to destroy their neighbours, or at least do a lot of damage before the Judges arrive! 2 mapboards,178 counters and 55 cards. **$50.00**

GAM **MEGA MANIA**
Expansion kit of urban terrorism for *BLOCK MANIA*. Doubles the players, doubles the destruction, doubles the fun! Two 11"x16" mapboards and full-colour 178 counters. **$30.00**

TSR • **BUG HUNTER (SNIPER!)**
When Predators attack an isolated planet outpost or board a starship, it's up to the Frontier Tactical Service to hunt them down. This is man-to-alien tactical combat with 400 counters, and nine 16"x10" ship & outpost maps. Rules include hostile atmospheres, Predator swarms, vehicles, probes, multiple weapon systems, Predator powers, and more! **$30.00**



CAR WARS

STE **CAR WARS DELUXE**
Automobile combat on the freeways. Design a vehicle and wreak havoc on the road. 300 beautiful colour counters, 1 city map, 1 truck stop and 6 road maps. **$25.00**

CAR WARS SUPPLEMENTS

CAR WARS ARENA BOOK Features 3 HUGE autoduel arenas. Also contains new rules plus counters. **$13.00**
TRUCK STOP Introduces the monstrous 18-wheelers, Boxed, with colour truck counters & truck stop map. **$14.00**
CRASH CITY Motorcycles, police & militant pedestrian vigilanties vie with homicidal drivers for the roads. 160 full-colour counters and two 21"x32" street maps. **$8.00**
BOAT WARS Mayhem on the waterways - rules for movement, combat and construction of boats & hovercraft. Two 21"x32" colour maps and 74 colour counters. **$16.00**

AADA VEHICLE GUIDE Weapons and vehicle data. **$14.00**
AADA VEHICLE GUIDE # 2 130 new vehicles. **$13.00**
AADA ROAD ATLAS: THE WEST COAST **$15.00**
AADA ROAD ATLAS: THE EAST COAST **$15.00**
AADA ROAD ATLAS: THE SOUTH **$15.00**
AADA ROAD ATLAS: AUSTRALIA **$15.00**
AADA ROAD ATLAS: THE MIDWEST **$15.00**
AADA ROAD ATLAS: THE FREE OIL STATES **$15.00**
AADA ROAD ATLAS: THE MOUNTAIN WEST • **$15.00**
AUTODUEL AMERICA MAP • **TBA**
COMBAT SHOWCASE 103 new Vehicle designs. **$12.00**
CAR WARS MAPSHEETS Five 21"x32" mapsheets **$11.00**
UNCLE ALBERT'S 2035 CATALOGUE Illustrated. **$10.00**
UNCLE ALBERT'S 2036 More mayhem for your money. **$11.00**
UNCLE ALBERT'S 2039 • For Car Wars & Boat Wars **$11.00**
CITY BLOCKS 1 32 geomorphic colour city sections **$30.00**
CITY BLOCKS 2 • 32 extra 8"x8" city blocks **$15.00**
CITY BLOCKS 3 • 32 geomorphic Arena sections **$15.00**
CITY BLOCKS 4 • 26 Arena sections & 3D ramps, etc **$15.00**
CITY BLOCKS 5 • 32 8"x8" geomorphic city blocks **$15.00**
CW EXP. SET #4 2 21"x32" Autoduel Arena maps **$12.00**
CW EXP. SET #5 Two 21"x32" maps to build two new, separate arenas and 48 new car counters. **$10.00**
CW EXP. SET #6 156 black-and-white counters. **$9.50**
CW EXP. SET #7 Off-road duelling rules. 30 counters and two 21"x32" colour wilderness maps. **$12.00**
CW EXP. SET #8 Introducing Helicopters: 19 counters and two new 21"x32" colour maps. **$13.00**
CW EXP. SET #9 A HUGE arena map. **$12.00**
CW EXP. SET #10 A handy, deluxe Wheelie for instant speed/handling-class data, plus 208 counters. **$13.00**
CAR WARS COMPENDIUM • Contains the rules from CAR WARS DELUXE, BOAT WARS, DUELTRACK and all of the UNCLE ALBERT'S catalogues up to 2039! **$30.00**
CAR WARS KILL STICKERS Silhouette markers **$10.00**

CAR WARS ADVENTURES

TAS **STREET FIGHTER** Solo/multi-player module **$10.00**
AUT **ULTRAFORCE** Join the elite Zeppelin-borne Aerocycle commandoes! Multi-player module. **$12.00**
TAS **THE ROAD** 14(!) 8"x8" road-sections. **$10.00**

AH **DUNE**
1-6 factions wrangle for the control of a world whose spice can give one group the power to rule the universe. 210 counters, 54 cards and a 16"x16" world mapboard. **$45.00**

AH **THE DUEL**
Players of *DUNE* may now call each other into formal blood feud duels. With 16"x11" mapboard, tokens & cards **$20.00**
AH **SPICE HARVEST**
Engage in economic & political intrigue which focuses on the management of the *DUNE* spice harvests. **$15.00**

STE **OGRE DELUXE**
War 2085: a tank duel lasts only seconds, an entire battle ends in minutes. This is a sharp system of squad-level combined-arms tactical combat between a conventional Battle Group (powered infantry, tanks, hovercraft, & missile artillery) and an Ogre (Synthetic aggressor - a huge cyber-netic killing-machine), it's an even match! With 79 full-colour stand-up counters and a sturdy 11"x17" mapboard. **$40.00**

FAS **RENEGADE LEGION: INTERCEPTOR**
The Commonwealth's battle against the tyranny of the Terran Over-Lord Government and its New Rome empire. Tactical starship combat using detailed 'flow-chart' damage rules and a wide selection of weapon systems. Includes background history & ship data. 156 counters & two 21"x35" maps **$55.00**

THE GOLDEN MEDUSAS 15 scenarios. **$15.00**
THE FIRE EAGLES 15 scenarios. **$14.00**
T.O.G. FIGHTER BRIEFING Data on 20 fighting ships. **$16.00**
COMMONWEALTH FIGHTER BRIEFING An illustrated guidebook to 20 combat ships and their weapons. **$16.00**
RENEGADE'S HONOR *REN. LEGION* novel **$9.00**

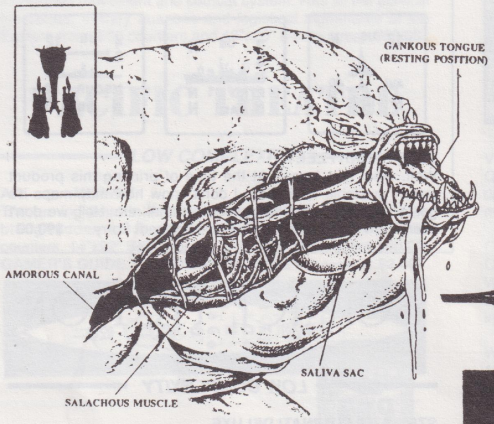
FAS • **RENEGADE LEGION: LEVIATHAN**
Fully compatable with *INTERCEPTOR*, introduces tactical combat between the awesome kilometer-long Capital Ships and their smaller brethren. With new rules, damage forms, two 22"x34" maps, 22 3D counters and 320 flat counters. **$60.00**

LEVIATHAN SHIP BRIEFING • (due Sept.) **$22.00**
LEVIATHAN SCENARIO PACK • (due Aug.) **$15.00**

FAS **RENEGADE LEGION: CENTURION**
Tactical surface combat 6830AD: Grav Tanks, Bounce Infantry, Hell Rounds, Thor Anti-Tank Satellites, and CAS. A game of the highly mobile air-land battles in the high-tech future. Uses a detailed 'flow-chart' damage system and features excellent vehicle designs. 333 counters and two double-sided 21"x34" maps. Can be integrated with Ren. Legion: Interceptor **$55.00**

HARBINGERS OF DEATH 11 scenarios. **$14.00**
THE 2ND ARMORED CAVALRY REGIMENT • **$15.00**
CENTURION VEHICLE BRIEFING Hard data on 50 new military vehicles for *CENTURION*. Illustrated. **$20.00**

FAS **RENEGADE LEGION: CIRCUS IMPERIUM**
A multi-player race where the quest for victory is superseded by a fanatical desire to survive. Players must pilot anti-grav chariots around a oval track - this seemingly simple manoeuvre is made harrowing by the use of fierce carnivorous beasts as chariot propulsion, and with roaming psychopathic gladiators. 120 cards/68 counters/two 35"x22" arena maps. **$35.00**



INTERNAL SALACHOUS CAVITY

GDW **SKY GALLEONS OF MARS**
Aerial combat between the wooden cloud-fleets of the Martian Princes and the steel gunboats of the Royal Navy. Features 15 plastic miniatures, 56 counters, and two 22"x28" maps. Great fun game mechanics plus background data! **$55.00**

GDW • **CLOUDSHIPS & GUNBOATS**
This boxed set includes new combat and weapons rules, as well as complete ship construction & design rules (with 30 new vessels & record forms). Plus 60 colour 25mm cardboard characters and 6 very detailed colour 25mm deck plans! **$35.00**

GDW • **IRONCLADS AND ETHER FLYERS**
Aero-naval combat in the 19TH Century. Aerial gunboats and fighting-ships of the great powers on Earth clash for control of the seas. With more of those plastic miniatures. **$55.00**

STAR TREK

FAS **STAR TREK TACTICAL COMBAT SIMULATOR**
Improved rules for a fast-paced game of space combat. 156 colour counters plus a 22"x34" starfield map. **$45.00**

STAR TREK SUPPLEMENTS

FEDERATION SHIP RECOGNITION MANUAL
Hard data for 85 Federation Starships. **$15.00**
KLINGON SHIP RECOGNITION MANUAL
Stats, notes and illustrations for 42 vessels. **$15.00**
ROMULAN SHIP RECOGNITION MANUAL **$15.00**
GORN SHIP RECOGNITION MANUAL • **TBA**
ORION SHIP RECOGNITION MANUAL • **TBA**
YACHTS SHIP RECOGNITION MANUAL • **TBA**
STARFIELD HEX SHEETS Five 22"x34" maps. **$15.00**
NEXT GENERATION OFFICER'S MANUAL **$25.00**
THE WHITE FLAME 15 scenarios **$15.00**

GDW **STAR CRUISER**
Detailed game of starship construction and tactical space combat by the major Earth powers of *2300AD*. 168 counters, two 31"x22" starfield maps and Status Sheets for 36 different ships. Also a gaming supplement for *2300AD* RPG. **$45.00**

GDW **SHIPS OF THE FRENCH ARM**
Status Sheets and historic data for 46 new *STAR CRUISER* starships. Fully illustrated. **$25.00**

AH **STELLAR CONQUEST**
4 Players search the galaxy for worlds to colonise or exploit for minerals. Exploration leads to production and to research. As each empire grows conflicts will arise over planets, and herein lies a dilemma of priorities - population growth, quality armaments or massive resources? Only by careful management and long-term planning will victory be achieved! 520 counters, 78 'Star Cards', & 22"x23" mapboard . **$55.00**

HIGH COMPLEXITY

TAS **FEDERATION AND EMPIRE**
Creates the entire Galactic War between the Coalition (Klingon, Lyran & Romulan) and the Alliance (Federation, Kzinti, Hydran & Gorn). This is a huge galaxy-spaning campaign of military conquest and economic growth. With multiple scenarios, 1080 counters and two 19"x23" maps. **$90.00**

STAR FLEET BATTLES

TAS **INTRODUCTION TO SFB**
Basic rules for beginners, a SFB primer for aspiring starfleet commodores! 54 counters and a 16"x21" map. **$13.00**

TAS **STAR FLEET BATTLES VOL. 1**
A tactical combat system where players allocate each ship's energy requirements, weapon functions, and other systems. The damage of every ship is recorded on "Ship Systems Displays'. With 216 counters and a 20"x24" map. **$30.00**

TAS **STAR FLEET BATTLES VOL. 2**
Introduces 4 new races, 150 new ships & weapons, 24 scenarios (3 solitaire, 6 campaign). 324 counters. **$50.00**

TAS **STAR FLEET BATTLES VOL. 3**
Features 1 new race and 200 new starships. More optional & advanced rules (ie: natural hazards!). 216 counters **$45.00**

STAR FLEET BATTLES SUPPLEMENTS

SUP #2: X-SHIPS New starships. 108 counters. **$25.00**
SUP #3: FAST PATROL SHIPS 216 counters. **$30.00**
SSD BOOK #1 , #2, #3, #4, #5, #6, #7, #8, #9 (each) **$11.00**
CAPTAIN'S LOG #2, #5, #6 & #7 (each) **$11.00**
COMANDER'S RULEBOOK UPDATE I
Updates for SFB Vol. 1 and Supplement 1. **$12.00**
COMMANDER'S RULEBOOK UPDATE 2 • **$15.00**
COMMANDER'S RULEBOOK VOL. II
Replaces SFB Expansions #1, #2 and #3. **$8.00**
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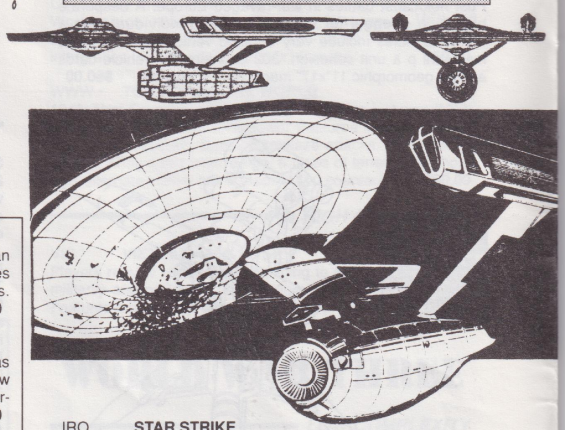
CAPT.S MODULE B: BATTLECARDS With Command Cards, 11 Battledamage cards, & 36 Impulse cards. **$20.00**



IRO **STAR STRIKE**
Simulates deep-space battles involving any number of vessels. Dogfight with small but lethal SMAC fighters, or deploy Line Cruisers to slug it out with a death dealing Dreadnought! 3 levels of play, plus optional and ship construction rules. 370 full-colour counters and six 22"x17" maps. **$55.00**

FANTASY

LOW COMPLEXITY

CHA **ARKHAM HORROR**
1-8 fearless (but stupid) investigators try to save Arkham from an invasion of H.P. Lovecraft's loathsome Cthulhu creations. 99 cards, 50 monstrous counters, 56 bank notes, 2 Arkham gazettes and a colourfull 17"x22" map. **$40.00**

GAM **CHAOS MARAUDERS**
A fun & fast card game for 2-4 players involving the mindless struggle for power between several savage Orc tribes. 112 colour cards representing squads, heavy weapons, individual heroes & leaders and equipment. Plus 4 playsheets. **$45.00**

GAM **COMBAT CARDS**
A fantasy version of Trump Cards, using full-colour photos of CITADEL miniatures. Each pack contains 35 cards, every one of a different figure, all can be used as painting guides if needed! There are six packs available - Warrior, Dwarves, Goblinoids, Chaos, Monsters & Space War! Multiplayer **$7.00** (each)

AH **DINOSAURS OF THE LOST WORLDS**
1-4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! A fun game of discovery and dinosaur bashing, with a 16"x22" mapboard, 60 cards, 65 colour counters and 15 great scenarios. **$40.00**

GAM **DUNGEONQUEST**
1-4 adventurers must find the dragon's hoard in the eerie subterranean ruins of Dragonfire castle before nightfall. Includes 115 colour room tiles, 68 monster counters, 174 cards for beasties, traps & treasures and a 23"x22" mapboard. **$60.00**

GAM **HEROES FOR DUNGEONQUEST**
A boxed set featuring 12 metal miniatures, 12 character sheets, 43 new game cards and 3 plastic tokens. **$40.00**

GAM **DUNGEONQUEST CATACOMBS**
Adds an underground level to Dragonfire castle, thus players may venture into the dungeons in a bid to find a quicker (albeit deadlier) passage to the dragon's treasure. With 71 new cards, 25 new tiles, and 32 new counters. **$30.00**

GAM **TALISMAN**
2-6 adventurers seek the Crown of Command whilst collecting treasures, followers, equipment, magic items and wounds from ferocious critters. 182 colour cards and a beautiful map. A very entertaining fantasy quest. **$30.00**

GAM **TALISMAN: THE ADVENTURE**
56 extra cards - more Spells, Monsters, Spirits, Strangers, Places, Equipment, Magic Objects, Followers, Events and 6 new Characters. Plus 6 large colour character sheets and 6 cards for alternative game endings (both nasty & fun). **$20.00**

GAM **TALISMAN EXPANSION SET**
70 full-colour cards (including 14 new Characters). **$20.00**

GAM **TALISMAN: THE DUNGEON**
The subterranean extension of *TALISMAN* with 54 colour cards (with 14 new characters) & a 11"x16" mapboard. **$30.00**

GAM **TALISMAN: TIMESCAPE**
A parallel alien world. New Sci-Fi Characters, Hi-tech Treasures, Followers, and star-spawned Monsters. Contains 62 colour cards (8 new characters) and a mapboard. **$30.00**

GAM **TALISMAN CITY** •
New characters, encounters, etc. Players now have a chance to become the King's Champion, or the Court Magician. Get mugged or earn some gold to purchase more equipment. **TBA**

MODERATE COMPLEXITY

GAM **BLOOD BOWL II**
Second edition. Multi-racial teams fight for victory, either as a competitive 'touch-down' score or as a decent body count! With a 28"x16" polystyrene playing field, thirty-two 25mm miniatures, markers, templates, a player's handbook, and lots more! A big game, with big components & a big price! **$80.00**

GAM • **BLOOD BOWL STAR PLAYERS**
Rules, stats & profiles for 48 Star Players, racial teams, new Monsters and more! With illustrations & colour photos **$40.00**

GAM • **ELVES, DWARVES & DUNGEONBOWL**
BLOOD BOWL played in a dungeon! Players move about using Teleporters, searching for the ball hidden in one of the trapped chests scattered throughout the maze. Includes 32 plastic 25mm miniatures plus tiles and counters. **$50.00**

AH **DARK EMPEROR**
The divided, but formidable, human kingdoms must oppose a great Necromancer and his vampiric host. Play features diplomatic, magical & military factors. 260 counters (with 'Undead' backprint) and a unique 22"x32" mapboard. **$50.00**

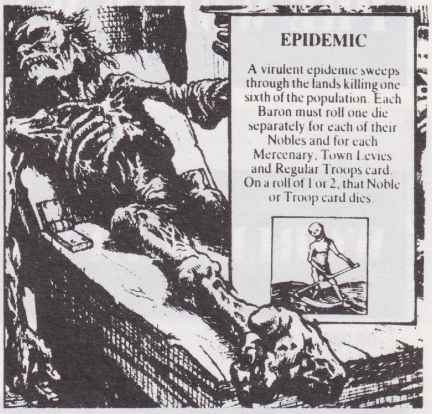
TSR • **THE GREAT KHAN GAME**
A multiple player game of political intrigue and military struggle in a whimsical fantasy world. Only those who connive, manipulate, and coerce the other players will create an empire! With 11"x17" map, 120 counters & 160 cards. **$35.00**

IRO **KING ARTHUR** AND THE KNIGHTS OF THE ROUND TABLE
Solo or multi-player fantasy adventures in mythical England, questing Knight errants go in search of honor, and power - for when Arthur falls, his heir to the kingdom must win the bitter civil war. 352 counters (knights/followers/estates/equipment, etc), 126 Quest/Fortune cards, & a 24"x22" mapboard. **$45.00**

WES **KINGS & THINGS**
2-4 nobles explore the land of Kadab, collecting treasures, mustering armies of motley creatures, recruiting powerful heroes, building castles and beating the crap out of each other!. 48 colour land tiles and 351 terrific counters representing a crazy array of critters, heroes & magic items. **$50.00**

TSR **MERTWIG'S MAZE**
2-9 players lead a party of adventurers thru the wilderness in search of treasure, and a chance to inherit the throne. A great fun monster-bashing game. With 196 cards, eight 11"x8" Adventure Area maps & a 25"x21" wilderness/town map. **$25.00**

IRO **SORCERER KING**
A fierce battle between 6 kingdoms; the victor will rule all the land, and inherit the power of the ancients. But the glorious path to power is somewhat strewn with hazards: chaos beasties & the warrior knights of the other players. Great combat mechanics, with magic, character advancement, oct. **$45.00**


EPIDEMIC
A virulent epidemic sweeps through the lands killing one sixth of the population. Each Baron must roll one die separately for each of their Nobles and for each Mercenary, Town Levies and Regular Troops card. On a roll of 1 or 2, that Noble or Troop card dies.

GAM **THE FURY OF DRACULA**
2-3 investigators hunt for Dracula in 1898 Europe, features hidden movement, supernatural powers and a host of other gothic horror surprises! 16"x20" mapboard, 140 colourful counters, 60 event cards and 4 exquisite miniatures. **$55.00**

AH **TITAN**
2-6 Titans muster legions of monsters & wizards whilst trying to eliminate each other. Uses strategic movement with tactical combat resolution. 621 counters, 16"x22" master mapboard and eleven 8"x11" Battleland maps. Great! **$55.00**

STE **UNDEAD**
Count Dracula is stalking London, leaving a trail of desiccated corpses and undead victims with ghoulish appetites in his wake! 112 colour counters and three mini maps. **$12.00**

GAM **WARRIOR KNIGHTS**
A kingdom torn apart by bloody civil war & anarchy, the king lies dead, murdered by a traitor's hand, whilst the forces of scheming Barons ravage the countryside and war upon their rivals. 251 cards, 558 counters & 16"x22" mapboard. **$60.00**

HIGH COMPLEXITY

AH **MAGIC REALM**
16 fantastic characters on a perilous, grandiose quest for glory and riches in a vast magical world. 20 land tiles, 121 cards and 476 counters. Very detailed magic & combat **$45.00**

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STRATEGY & TACTICS is published eight times a year. Every issue contains a complete wargame: the standard (average) components of every magazine game include 200 double-sided matt counters and a colour 21"x32" mapsheet. The rules are usually of moderate to high complexity, with mechanics that capture the full excitement and historical potential of the subject matter. A six-issue subscription with Military Simulations is available for $63 - that's six individual, high quality wargames for just $10.50 each!

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Military Simulations is now bringing in **STRATEGY & TACTICS** via airfreight - that means that every new edition is rushed to Australia in only two weeks! We are offering a subscription to this popular publication at the following rates - **6** issues for **$63.00**, and **12** issues for only **$105.00**. See the Subscription section for further details.

COMPUTER GAMES

	GAME TITLE (DISK ONLY!)	C-64	APPLE	APIIGS	IBM	AMIGA	ST	MAC
PRE WORLD WAR II								
SSI •	**BATTLES OF NAPOLEON**	$45.00						
ELA •	7 CITIES OF GOLD	$25.00	$20.00		$30.00	$30.00		$30.00
SSG	**DECISIVE BATTLES OF U.S. CIVIL WAR Vol. 1**	$50.00	$50.00					
SSG	DECISIVE BATTLES OF U.S. CIVIL WAR Vol. 2	$50.00	$50.00		$50.00			
SSG	**DECISIVE BATTLES OF U.S. CIVIL WAR Vol. 3**	$50.00	$50.00					
SSI	GETTYSBURG - THE TURNING POINT	$45.00			$45.00	$45.00		
SSI	**REBEL CHARGE AT CHICKAMAUGA**	$45.00			$45.00	$45.00		
SSI	SHILOH - GRANT'S TRAIL IN THE WEST	$40.00			$45.00			
SSI	**SONS OF LIBERTY**	$40.00			$45.00			
WORLD WAR II								
SSI	**B-24**	$40.00						
SSG	BATTLES IN NORMANDY	$50.00	$50.00					
SSI	**BATTLEGROUP**	$45.00						
SSG	BATTLEFRONT	$50.00	$50.00					
SSG	**CARRIERS AT WAR**	$50.00	$50.00					
SSI	COMPUTER AMBUSH	$45.00						$60.00
SSG	**EUROPE ABLAZE**	$50.00	$50.00					
PAN	FIRE BRIGADE				$50.00	$50.00		$50.00
SSI •	**FIRST OVER GERMANY**	$45.00			$45.00			
SSG	HALLS OF MONTEZUMA - BATTLE HISTORY OF THE USMC	$50.00			$50.00*			$50.00
SSI	**KAMPFGRUPPE**	$45.00			$45.00	$45.00		
SSI	PANZERSTRIKE	$45.00						
ELA •	**PATTON vs. ROMMEL**	$35.00			$60.00			$60.00
SSG	ROMMEL: BATTLES FOR NORTH AFRICA	$50.00	$50.00					
SSG	**RUSSIA: GREAT WAR IN EAST**	$50.00	$50.00					
SSI •	STORM ACROSS EUROPE	TBA			TBA			
SSI •	**TYPHOON OF STEEL**	$45.00						
SSI	WARSHIP	$45.00			$45.00		$45.00	
POST WORLD WAR II								
SSG	**MacARTHUR'S WAR: KOREA**	$50.00	$50.00					
SSI	MECHBRIGADE	$45.00			$45.00			
SSI •	**OVERRUN!**	$45.00						
ELA •	PEGASUS	$35.00	$60.00		$60.00			
SSI •	**RED LIGHTNING**				$45.00			
ELA •	STRIKEFLEET	$35.00	$50.00		$50.00			
SCIENCE FICTION								
ELA •	**MARS SAGA**	$35.00						
SSG	REACH FOR THE STARS 3RD EDITION	$50.00	$50.00	$50.00	$50.00*	$50.00		$50.00
SSI	**ROADWAR 2000**	$40.00		$45.00	$45.00	$45.00	$45.00	
SSI	ROADWAR EUROPA	$45.00			$45.00	$45.00		
ELA •	**SENTINEL WORLDS**				$50.00			
SSI	STAR COMMAND				$45.00*			
ELA •	**STARFLIGHT**				$50.00			
SSI	STELLAR CRUSADE				$45.00*			
ELA •	**WASTELAND**	$35.00	$50.00		$60.00			
FANTASY								
ELA •	**BARD'S TALE 1**	$35.00	$50.00	$70.00	$50.00	$50.00	$60.00	
ELA •	BARD'S TALE 2	$35.00	$60.00	$70.00	$60.00	$60.00		
ELA •	**BARD'S TALE 3**	$35.00	$60.00					
SSI •	CURSE OF THE AZURE BONDS	$45.00			$45.00			
ELA •	**DEATHLORD**	$35.00	$60.00					
SSI •	DEMON'S WINTER	$45.00			$45.00	$45.00		
SSI	**DM's ASSISTANT Vol. 1: ENCOUNTERS**	$45.00	$45.00		$45.00			
SSI	(THE) ETERNAL DAGGER	$45.00						
SSG •	**FIREKING**	$50.00						
SSI	GEMSTONE WARRIOR	$45.00						$45.00
SSI	**HEROES OF THE LANCE**	$45.00			$45.00*	$45.00	$45.00	
SSI •	HILLSFAR	$45.00			$45.00*			
SSI	**PHANTASIE**	$40.00			$45.00	$45.00		
SSI	PHANTASIE II	$45.00					$45.00	
SSI	**PHANTASIE III**	$45.00				$45.00	$45.00	
SSI	POOL OF RADIANCE	$45.00	$45.00		$45.00*			
SSI	**QUESTRON**	$45.00						
SSI	QUESTRON II	$45.00			$45.00*	$45.00		
SSI	**RINGS OF ZILFIN**	$45.00			$45.00			
SSI	SHARD OF SPRING	$45.00			$45.00			
SSI	**WIZARD'S CROWN**	$45.00			$45.00		$45.00	
MISCELLANEOUS TITLES								
ELA •	**CHESSMASTER 2000**	$35.00	$90.00		$60.00	$50.00	$60.00	$50.00
ELA •	CHUCK YEAGER'S ADVANCED FLIGHT SIMULATOR	$35.00	$60.00		$60.00			
SSI	**WARGAME CONSTRUCTION SET**	$40.00			$45.00			

*Denotes both 3½" & 5¼" Disks **NOTE:** All *SSI* **IBM** simulations need colour card.

B-24
A flight & combat simulator that challenges you to fly 19 dangerous bombing raids over the Axis oil refineries at Ploesti in Rumania, one of the most heavily defended sites in Nazi Europe. A campaign to shorten the war in Europe by reducing the oil production flow to Hitler's war machine.

BARD'S TALE 1
It's been a long wait, but at last we are able to sell this very popular fantasy epic! You select a band of six adventurers and set off in a wondrous realm to find wealth and glory. The detail is superb, for example there are 85 spells to choose from, and 16 three-dimensional mazes to get lost in. Great stuff!

BARD'S TALE 2
You can transfer your battle-hardened *BARD'S TALE 1* characters across to this one, thus the legend continues! Another campaign game of discovery and conquest. With new spells (including 'Monster Summoning'), over 100 new beasties, 25 dungeons, 6 new cities & a whole bloody mess of wilderness!

BARD'S TALE 3
Your Fighters are all thumbs, your Mages speachless, & that damd Bard is scared sober! An unspeakable evil has laid its chill claws around Skara Brae, and the city's defenders can do nothing to avert the inevitable horrors that will follow. Except (of course) if your brave band can survive the 87 dungeon levels, and then beat the crap out of the 'Thing' responsible.

BATTLES IN NORMANDY
8 scenarios allow you to recreate the momentous battles that established the Normandy Bridge-head. Re-live the massive Allied invasion of France in June 1944, a bold mechanized thrust that marked the beginning of the end for Germany. Uses the same mechanics as *BATTLEFRONT*, with all the great system features, plus a design application for new scenarios.

BATTLEGROUP
Sister-game to *KAMPFGRUPPE*, recreating tactical combat on the Western Front. Includes every major German, US, and British land-weapon used on this front from 1943 to 1945. Units range from individual vehicles to battalions. New rules such as 'stacking limits' and 'troop morale' are included.

BATTLECRUISER
A good tactical naval game that uses the same system as *WARSHIP*. Recreates individual ship-to-ship combat with an overview to the use (or misuse!) of fleet strategy. Contains data for 79 WWI ships from both Germany and Britain, plus 79 major WWII British, French, German and Italian vessels.

BATTLEFRONT
A recreation of multi-theatre Corps-level battles. The game features a great range of unit types, from combat to support, in a complete and accurate battle environment. Includes four scenarios from Crete, Stalingrad, Saipan and Bastogne: plus a comprehensive scenario design kit to keep you playing.

BATTLES OF NAPOLEON
Can simulate practically any Napoleonic engagement. This advanced game offers both set scenarios as well as scenario construction. Maps can be created using 5 levels of elevation and 7 terrain types (scale = 100 yards/hex). All forces can be changed in size, type, weapons and nationality. Units are rated for melee strength, leadership and moral. Good value.

CARRIERS AT WAR
Contains five historical scenarios - Midway, East Solomons, Philippine Sea, Santa Cruz & Coral Sea. Using *SSG's* unique design systems, new scenarios can be built. The menu offers 63 aircraft types; 3,000,000 square miles of map, 5 major ship types, and much more - enough to create air/naval warfare in any theatre of WWII!

CHESSMASTER 2000
One of the best chess functions around. The on-screen displays can be in 2-D or 3-D graphics, and include a chess clock as well as views of captured pieces. There is a "Teach" and "Hint?" mode, as well as solitaire or two-player options. The program has an opening library of 71,000+ moves (smartass!).

CHUCK YEAGER'S ADVANCED FLIGHT SIMULATOR
Test pilot 14 different aircraft - from the venerable Sopwith Camel to the hi-tech SR-71 Blackbird. On-screen graphics include working instrument panels and moving ground terrain. Windscreen cursors teach the novice flyer the basics, and once those all-important wings are earned, good 'ole Chuck himself can give your skills a bit of a test!

(7) CITIES OF GOLD
1492-1540: The bold & dangerous journeys of the Conquistadors. Prepare your ship and crew for the long voyage of discovery, the search for wealth will lead to the Aztec and Incan empires. This is 16TH century high adventure, captured in all its glory with 2800+ screens. The computer can also completely generate New Worlds so that you sail into the unknown!

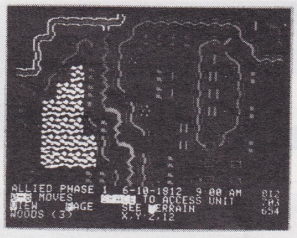
CURSE OF THE AZURE BONDS
Sequel to *POOL OF RADIANCE*, and again set in TSR's Forgotten Realms - includes the most populous and detailed parts of this huge world. This is a very large multi-disk campaign for high level (10TH Level+) characters, and includes Rangers, Paladins and many new spells.

DEATHLORD
A mighty demon stalks the land, sending forth its evil minions to spread havoc and destruction. Samurai who have dared its magical powers have been slain, the Emperor fears for his very life! You must travel the land, collecting magic items and honing skills until your inevitable battle with the dark beast. Includes very detailed characters, a world with 16 continents, 128 types of monsters, and a plethora of dungeons.

DECISIVE BATTLES OF THE U.S. CIVIL WAR
Vol. 1
Six scenarios from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With a new easy-to-learn menu system, plus the *WARPLAN* wargame construction set and the *WARPAINT* graphics editor for detailed scenario creation.

DECISIVE BATTLES OF THE U.S. CIVIL WAR
Vol. 2
Covers the middle years of the war with the battles for Chatanooga, Chickamauga, Gettysberg, Gaines Mill, and Stones River. Once this scenario mix is exhausted, players can create their own battles with *WARPLAN* & *WARPAINT*.

DECISIVE BATTLES OF THE U.S. CIVIL WAR
Vol. 3
The last of the Civil War series features the final savage years of the Confederacy. The scenarios recreate the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbor and Nashville. Also includes a B.Y.O. scenario option.



DEMON'S WINTER
Trapped in a volcano, the Demon Malifon's evil minions are searching the world for a way to free their master. A preternatural winter, sent forth by Malifon, has left the planet an arctic wasteland. Into this frigid realm must go a party of adventurers, searching for a way to end the icy enchantment, and to ensure Malifon's continued imprisonment. Characters have 5 attributes, and can be of 5 racial types & 10 classes!

THE DUNGEON MASTER'S ASSISTANT
Vol. 1: ENCOUNTERS
Contains over 1,000 separate encounters, and 1,300 individual monsters & non-player characters. These can reduce the preparation time for an AD&D game by several hours per session. The user can either specify encounters to be played, or can get them randomly generated. Ideal for lazy DMs!

(THE) ETERNAL DAGGER
A band of eight brave (albeit gullible) adventurers must search the land for an enchanted dagger. They must use this mighty artfact to close the Demon Portal before a gruesome army of vile undead march out of its evil depths, like a loathsome legion of ruined and twisted flesh, to overwhelm the unprepared nations of Middleworld. Real pulp-fantasy action!

EUROPE ABLAZE
3 scenarios are included, each represents a particular style of operations that marked the European air war from 1939 to 1945. From the desperate Battle over Britain, to the awesome destruction unleashed by the Allied bomb runs upon Germany. Every detail of the 'war for the skys' is included - cloud cover, weather, flack, and the Nazi wonder weapons - jets. An option for scenario design is provided for further enjoyment.

FIRE BRIGADE
The battle for Kiev, 1943, one of the most decisive and mobile battles of the Eastern Front. The assault by the *elite* 3RD Guards Tank Army threatened to split the German line and isolate Army Group South. Balck's 48TH Panzer Korps ('The Fire Brigade') was committed for a counter-attack. This is a popular Australian game that features hi-res graphics set in a strategic layout, plus variable skill levels and a tutor program.

FIRE KING
SSG's first Fantasy game! A lone hero (or heroine) goes in search of adventure in a beautiful land. Arcade-style action that uses 3D graphics to enhance the visual impact: good fun The player just meanders 'round this wonderful land looking at the sights, punching out various creepy crawlies, and pocketing all these great magical trinkets. Action aplenty in the open wilderness, underground, indoors, and underwater.

FIRST OVER GERMANY
A flight simulator covering B-17 daylight raids during WWII. The object is to survive 25 combat missions. Crew members are chosen individually and then accrue experience on each flight. Pilot training starts in the U.S. and leads to an active station in England, from there it's a short hop to the flak scarred skies over Hitler's Europa. Problems facing every aspiring pilot include enemy fighters, fuel, bombing accuracy, et al.

GEMSTONE WARRIOR
A graphic, 'real-time' adventure in which a single adventurer, armed with an arsenal of weapons and magic spells, must descend into the dark realms of the Netherworld to recover the five pieces of a shattered artifact called the 'Gemstone'. It is this shattered magical dingus that is the key against all evil.

GETTYSBURG - THE TURNING POINT
What started out as just another skirmish, became the turning point of the American Civil War. One or two players can re-enact this, the greatest battle of the campaign, with an award winning simulation. Features three levels of play, and a zoom-in-zoom-out screen for instant battle intelligence.

HALLS OF MONTEZUMA
From the capture of Mexico City in 1848, through two World Wars, Korea and Vietnam - the U.S. Marine Coups has a combat record second to none. This is based on the system in *BATTLEFRONT*, and includes *WARPAINT* (which gives complete graphic control over the icons), and the game design option: *WARPLAN*. A great multi-scenario battle history.

HEROES OF THE LANCE
Based on the *DRAGONLANCE* saga. Play involves questing in the evil-infested temple ruins of Xak Tsaroth for the Disks of Mishakai. With eight individually-skilled *DRAGONLANCE* characters. Provides fully animated action, plus arcade-style graphics. Includes all the old favorite critters from the story, i.e. - Gully Dwarves and Draconians, etc.

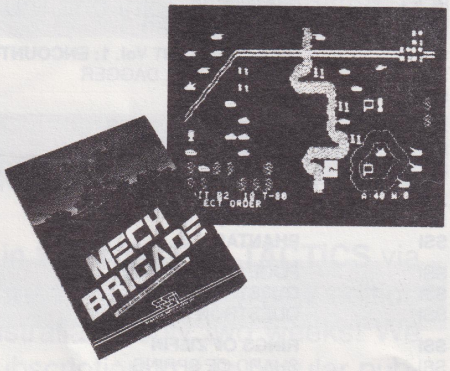
HILLSFAR
Another game set in the AD&D world of the Forgotten Realms for an individual character. Set in a colourful city wherein the choice of a new quest or a pub-crawl is always available. From arena challenges, to archery tournaments and deadly mazes: all types of trials and tribulations await! This program will accept characters from the *POOL OF RADIANCE* game.

KAMPFGRUPPE
Nominated as one of the best computer simulations ever, this game is for the wargamer wanting a superior tactical simulation covering the Eastern front. It features all the major tanks, tank destroyers, assault guns, AT guns, transport vehicles, support weapons and infantry guns, that saw action in Russia from 1941-'45. Platoon scale action with combat resolution graded down to individual troopers and AFVs.

MacARTHUR'S WAR: KOREA
In June 1950, the North Korean Army surged into South Korea, they swept aside all defences and were poised to take the last bastion of resistance.The UN intervened, and MacArthur's brilliant capture of Seoul resulted in the rapid invasion of North Korea. Chinese forces joined the fun and produced a stalemate on the 38TH Parallel. With 8 great scenarios.

MARS SAGA
Mars has been colonised - by Earth's criminals. There are only two ways to escape; die, or accept a mission to discover who (or what) has shut down a new outpost in the Martin deserts. The task, first of simply surviving in the prison city, will take several characters to lost cities, mines, caverns, tunnel complexes & the dissicated surface of the red planet itself. With 21 advanced skills and various weapon damage. If you only purchase one computer game, make sure this is it!

MECHBRIGADE
A tactical simulation of an invasion of West Germany by the Warsaw Pact. Includes all the major vehicles, weapons, equipment & helicopters of Russia, West Germany, America, and Britain. Combined-arms action using the detailed *KAMPFGRUPPE* combat resolution system. Four scenarios.



OVERRUN!
50 yards per on-screen square, and every symbol represents one AFV, gun, or infantry squad - ammunition expenditure is resolved right down to the last rifle round! Every type of weapon system is included for play (up to and including the T-94, FOG-M & ADATS). Vehicles are rated for frontal, side & top armour values against both HEAT & kinetic rounds. Play includes historic scenarios and a mega-Europa campaign.

PANZER STRIKE
Engage in highly detailed tank-to-tank and squad-to-squad combat in this high-res WW2 tactical game. Each unit is either one AFV, pak gun, or infantry squad. 50 yards per on-screen map-hex. Three theaters are covered; the entire East Front, 1940 West Front, & Africa, Included are 2 double-sided disks & a very comprehensive weapons listing. Great detail.

PATTON VS. ROMMEL
Take the role of one of these great commanders during the Normandy invasion. Battlefield appraisal is accomplished with the aid of five different tactical scans. Each game can be selected from three levels of complexity. Set at Divisional level, with multiple command/control orders logged for each unit.

PEGASUS
The cutting edge of weapons technology: a 50+ knot hydrofoil platform with a shattering Harpoon punch. The latest patrol craft from the U.S., Italy & Israel are the basis of this hi-tech simulation. Operations include convoy protection or hunter-killer missions against a variety of nationalities and vessels. Game mechanics feature radar, helicopter support and chaff.

PHANTASIE
In this classic fantasy epic, you create a party of six adventurers, then lead them against the evil Dark Lord's minions in an effort to retrieve 8 magical rings. Characters can be chosen from six classes and fifteen races. A large selection of magic spells is employed by both encounters and PCs. This is a program with a campaign format, and many adventure areas!

PHANTASIE II
To remove an evil warlock's curse, the characters must travel through danger-filled lands & monster-infested dungeons in a quest to find an ancient orb - and then they must discover a way to destroy it! Combat options now include missile-fire, and characters from *PHANTASIE* can be transfered to this game, thus continuing the saga of heroic fantasy.

PHANTASIE III
(The Wrath of Nickademus)

Evil Nickademus is no longer satisfied with control of a petty island, now the greedy bugger wants to conquer the world! He must be stopped, and the quest to end his reign of terror is yours. Includes new features for the PHANTSIE series games such as bow fire, very powerful (and very nasty!) spells, individual character damage segmented into body locations, and a better experience system.

POOL OF RADIANCE
An *AD&D FORGOTTEN REALMS* adventure: a heroic party of adventurers must rid a city of rampaging beasties, and destroy whatever evil force is behind this mayhem. Uses classic AD&D style characters, monsters and spells. 3-D city, dungeon and combat visuals. With state-of-the-art graphics, this is certainly our most popular fanatsy computer game!

PRESIDENT ELECT
Campaign for the presidency of America during a nine week race. Uses a rating system for candidates (includes charisma, socio-economic views, foreign policy positions, etc). Players must run a successful publicity trail (advertising, debating and kissing babies) to win the coveted seat of power in American politics.

QUESTRON
With the aid of the Great Book of Evil Magic, Mantor's dark legions have decimated the King's army. A single warrior has been selected from an entire realm as the last defender of the land, and this heroic knight must travel deep into Mantor's barbaric lands and brave the dreaded dungeons to steal the Great Book. One of the first fantasy computer games made.

QUESTRON II
Our hero from *QUESTRON* is sent back in time - his new task is to exterminate the six mad sorcerors responsible for the creation of the Great Book of Evil Magic. This game surpasses its predecessor in graphic quality and campaign detail. The fully animated 3-D visuals represent towns, labyrinthine dungeons, a huge wilderness, countless characters (NPCs), and fierce monsters.

REACH FOR THE STARS 3RD ED.
The best computer game ever made! For 1-4 players who must each build a space empire by developing a homeworld, sending out colonists, establishing habitable planets and developing them. Security for these bases is directly tied to the procurement of technical skills (for navigation, ships & industry). There is but one obstacle to galactic domination - the other players! Colonies become the prey of fleets in a bitter contest of destruction and conquest. A much improved game with new social rules, land based armies and much more!

REBEL CHARGE AT CHICKAMAUGA
A simulation of the South's last major offensive thrust during the American Civil War. A two day battle in turns that each represent only two hours. With tactical and strategic maps plus three levels of complexity. Uncertainty over the arrival of reinforcements, complete historical accuracy, and hidden movement make this a very tense computer game!

RED LIGHTNING
Depicts a massive Warsaw Pact invasion of central Europe. This is a very detailed brigade & divisional level air/land campaign: combat results are resolved down to indivual vehicles & aircraft! There are three scenarios, five levels of complexity, and a myriad number of possible outcomes for World War III.

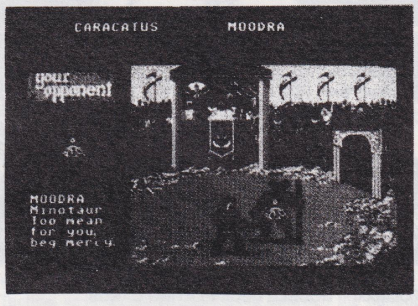
RINGS OF ZILFIN
A fiendish necromancer holds the town of Batiniq in thrall. Captor of one magic ring, this evil wizard named Dragos needs only its mate to attain invincibility. A party of intrepid adventurers must set forth on a perilous quest to find and reunite the legendary rings and depose the dark overlord. This complex simulation includes beautiful graphics!

ROADWAR 2000
Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland, the highways are now futuristic battlefields for societies renegades. You are a road-gang leader who must search the poisoned ruins and locate eight federal government scientists so that they may develop a vaccine against this modern man-made plague.

ROADWAR EUROPA
Post-doomsday Europe is held hostage by terrorists who plan to detonate five nuclear missiles across the continent. A *Rambo* clone assembles his *Mad Max* entourage of thugs & armed vehicles and goes touring in search of the warheads. The player's job is to find & disarm the weapons and then find and disarm (and disleg, and dishead...) the evil terrorists!

ROMMEL: BATTLES FOR NORTH AFRICA
The Italian army had been routed out of Egypt, a small German force was sent to try and stem the Allied advance. For the next two years, outnumbered & poorly supplied, this Africa Corps out-witted & out-fought all of its opponents.This game includes nine scenarios - from Syria to a hypothetical invasion of Malta, plus all the necessary accessories to design further desert engagements.

RUSSIA - GREAT WAR IN THE EAST
Detailed simulation of the entire war in the East. Contains several scenarios and a campaign game. Players can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces. Typical SSG quality!



SENTINEL WORLDS
Cargoliners, burdened with ores and raw materials from the furthermost reaches of the frontier, have been disappearing without warning. A deep-space gunboat, manned by an elite crew, is dispatched to discover the cause of this dilemma. Whoever, or whatever, is responsible for the lost vessels must be stopped by the armed investigative team. This is an action-packed simulation fraught with intrigue and suspence!

SHARD OF SPRING
Embark on a journey of peril with five brave adventurers to re-gain the Shard of Spring - a magical artifact which has the power of eternal springtime - which was stolen by an evil entity. Lead a deadly quest through townships (and their fear-some taverns!), the hostile wilderness, and dank dungeons populated with psychopathic beasties.

SHILOH - GRANT'S TRIAL
Covers the bloody battle of the Tennessee River at Pittsburgh Landing in the American Civil War. Two murderous days that would be General Grant's first real trial by fire. The game has three levels of complexity. On-screen graphics include both strategic and tactical displays, with full historical integrity.

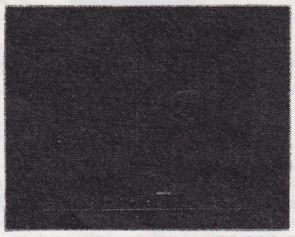
SONS OF LIBERTY
Three epic battles of the American Revolution; 'Bunker Hill' - the first major battle between the colonials and British, 'Saratoga' - Washington's test of military skill, and 'Monmouth' - the turning point of the revolution. Includes three levels of play complexity, with strategic and tactical map graphics.

STAR COMMAND
A special force of 8 star-troopers (with variable skill ratings & characteristics) must search for smugglers' lairs in a galaxy that spans thousands of stars! As the game proceeds, the troops may improve skills, rise in rank and collect bigger weapons. Features man-to-man or tactical starship combat and stunning graphics. The 2ND scenario involves a military campaign against and alien race of intelligent insects.

STAR FLIGHT
A starship is sent on a galaxy-spanning quest to seek out new lifeforms, and the remnants of ancient civilisations. There are over 270 star systems to explore, with 800 unique planets. Seven alien races, each with a separate language and culture, will help or hinder the ship's mission. Crew emphasis is on six officers, each with a separate command function, who all gain experience as the game progresses. This detailed campaign includes fully animated graphics.

STELLAR CRUSADE
Two militant stellar nations collide in a bitter struggle for control of a resource-rich star cluster. The game mechanics include exploration (searching for the best planets to colonise), and domestic priorities (expanding economic strength thru the procurement of raw materials and increased production, plus troops training, weapons research and developing industry). and warfare (designing ships, building fleets and preparing commanders). With 7 scenarios, plus a campaign.

USAAF
Simulates the dangerous daylight bombing raids against heavy industry and weapons factories in Nazi-occupied Europe by the U.S. Air Force. The destruction of german military production, and thus the the course of the entire war, hangs in the balance. With flak, enemy fighters, weather, fuel, etc.



STORM ACROSS EUROPE
A 1-to-3 player simulation the entire battle for Europe at a grand strategic level. Game features include both the military and economic aspects of the campaign. Resources collected via land aquisition are allocated to each nations production or research. The three facets of conquest are included in the mechanics - Land (armour, mechanised & infantry corps); Sea (amphibious landings, U-boat campaigns & convoy raiders); Air (paratroop assaults, air superiority & strategic bombing).

STRIKE FLEET
Modern sea combat with 10 scenarios (from the Persian Gulf & Falklands, to the North Atlantic) and a campaign game. The player can build a fleet of up to 16 vessels, choosing from 12 classes of fighting ship. Combat features cannon fire, missiles, phalanx, helicopter, aircraft, and submarines. Full sonar & radar target aquisition included, plus some great graphics!

TYPHOON OF STEEL
Each on-screen square represents 50 yards, and every symbol only one vehicle, gun, or infantry squad. The 'build your own' scenarios (and huge campaign game) offers every weapon type ever produced for the Americans, British, Germans, and Japanese! Full damage allocation, engineering capabilities & naval support are included in the detailed mechanics. A complete scenario creation option is available.

WARGAME CONSTRUCTION SET
Play games that you design! Create your very own unique battlefields, build the opposing forces, and plan a scenario where your grand armies will beat the crap out of each other. Any type of terrain can be constructed with a wide selection of colour icons. All manner of warfare can be initiated, from ancient clashes to science fiction planet assaults.

WARSHIP
Companion to *BATTLECRUISER*. This World War II naval combat simulator features 79 ship classes from the Allied and Japanese fleets. *WARSHIP* is a comprehensive simulation of surface warfare from 1941 to 1945.. Play involves ship-to-ship action with extremely detailed and authentic mechanics.

WASTELAND
Full colour graphic adventure in post-holocaust America. The shattered ruins of civilisation are now host to a population of nuclear degenerates and fierce renegades. The player assumes the role of a lone traveller whose only ambition seems to involve meeting various weird denizens and blowing them away! Full man-to-man combat with modern and sci-fi personal weapons. Features hundreds of encounters.

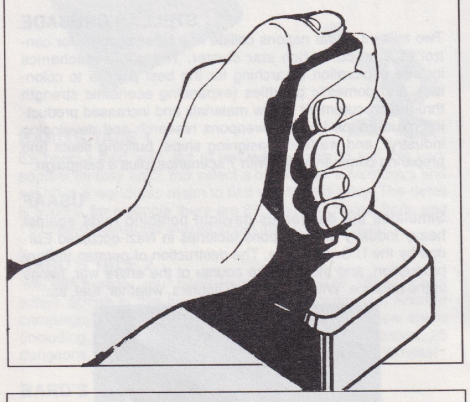
WIZARD'S CROWN
The magical Wizard's Crown has been usurped by the Wizard of Thunder. The crown now lies imprisoned behind the shattered walls of a ruined city. Eight fearless adventurers must dare the perils of this cursed domain and return with the sacred dingus. This game features a large selection of magic spells, five character classes, personal attributes, and more.

DOMESTIC GAMES

THE BLASTER!

BLS001 **THE BLASTER**
This curious item is simply a plastic joystick mounted upon a black base. There are three red buttons, one atop the joystick, the other two set at either side of the base. These buttons, when depressed, cause the following sounds - machine gun, Nuclear bomb blast, and a laser beam (could also be a tank gun). Suction cups and velcro strips are provided for mounting this strange device upon desktops or dashboards, etc. The Blaster's true purpose is unknown, however - I have found it to be an ideal psychological tool when rolling CRT damage in any board wargame (still yet to try it with miniatures!). Highly recommended. **$20.00**

Battery not included.



CHESS SETS

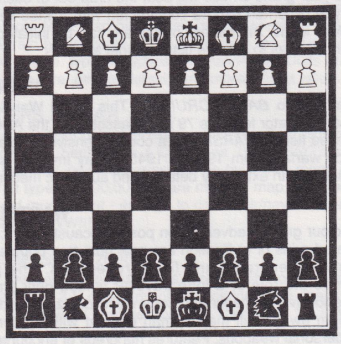
CHS106 **TRAVEL MATE**
A pocket-sized set with magnetic pieces. The checkered (12cm) black & gold board is mounted on the outside of a sturdy black plastic case. The playing pieces, which are circular counters marked with symbols, are kept inside the case. Also includes very basic rules. Extremely compact.**$3.50**

CHS2197 **11" MAGNETIC TRAVEL**
A larger magnetic 'travel' style set. The (25cm) playing surface has black & gold squares, and is fastened to the outside of a solid wooden box. The plastic playing pieces are stored inside this box, which has a strong magnetic lock. Good value**$11.00**

CHS002 **15" BEVELLED EDGE**
Again the playing surface is on the outside of a box, which is also used to transport the wooden pieces. The squares of the 31cm board are made from light and dark wood panels. Inside the box can be found felt lining and elastic loops, used for mounting the pieces. Quite an attractive set. **$40.00**

CHS850 **16" WOOD CABINET**
Made with a traditional wood-grain finish, the 42cm board acts as a removable lid to an ornate box inlaid with felt & elastic loops (wherein go the large wooden playing pieces). This is a very handsome set that will appeal to any avid chess-player - its construction is tough, yet very pleasing to the eye. **$80.00**

CHS691 **16" MARBLE SET**
A very attractive style that features a 40cm board made from black & white marble squares, and with a striking green marble edge. The playing pieces are also made of black or white marble. Both board & men have felt cloth on their bases. A VERY heavy set packed in a styrene & cardboard box**$135.00**



CHS356 **12" GLASS SET**
This really looks great! The 35cm glass board is divided into clear or frosted squares, the glass playing pieces are also either frosted or clear. An ideal way to adorn a coffee-table or sideboard. This product includes a cardboard sleeve and styrene packing to secure the set from damage. **$75.00**

COMPUTER CHESS

NVG873 **NOVAG SOLO**
One of the most portable computer chess sets available! It is presented as a small handheld computer (uses four AAA batteries) which clips into a vinyl sleeve that doubles as an 11cm chess board. The playing pieces are black & white magnetic disks marked with symbols. The computer has 8 levels of play, a game-save memory, fast response times, and uses international chess rules (including en-passant moves, castlings & pawn promotion). With an instruction booklet. **$55.00**

NVG884 **NOVAG ESCORT**
The Escort is a sturdy black plastic case, the upper surface of which is a chess board. Set into the sides are two drawers, one containing the small magnetic plastic playing pieces, the other housing a removable hand-held chess computer (needs 4 AAA batteries). Has the same functions as the NOVAG SOLO, including a 'Take Back' mode for when you bugger-up a move! Plus an instruction booklet. **$75.00**

CARD GAMES

MH6001 **MHING**
A classic card game, based on Mah Jongg, that combines strategy, chance, bluff & surprise. The object of the game is to achieve the highest scoring card-combinations for each hand. This award-winning boxed set includes 150 illustrated cards, a plastic card tray, score pad, and complete instructions.**$15.00**

FOU2600 **DOUBLE DECK PLAYING CARDS**
Two complete decks of plastic-coated playing cards housed in a plastic tray and an elegant felt-lined sleeve combination. Both sets of cards have full colour pictures with matching themes (ie: same style, but different illustrations). **$15.50**

FOU2605 **SINGLE DECK PLAYING CARDS**
Same format as above, but with only one set of cards, a plastic holding tray and felt cover. Very high quality. **$8.00**

CAR6169 **DOUBLE DECK PLASTIC**
Two decks of 100% plastic cards, in a plastic carrying case. Very hard-wearing cards, but with rather dull artwork! **$11.00**

CAR6063 **CANASTA CARDS**
Contains two decks of plastic-coated canasta cards, and a plastic carrying case. All cards have full point values printed on them, and a complete set of rules is included. **$8.00**

CAR6066 **SAMBA, BOLIVIA & CANASTA CARDS**
Three packets of 100% plastic cards, and a page of rules presented in a very red cardboard sleeve. **$13.00**

CSQ201 **POKER DICE**
OK, so it's got nothing to do with Playing Cards - who cares! What you get for your money are five high-impact dice illustrated with colour-coded card symbols. Plus a little plastc case to put them in if you can stop yourself playing. Great fun.**$2.75**

BACKGAMMON

BAK006 **15" VINYL**
The case is made from tan coloured vinyl, with brass catches and carrying handle. Inside, the tables are covered in a chocolate coloured felt, with white & tan points.Contents include 30 plastic men (white & chocolate), 4 dice, a doubling cube, 2 dice cups (tan vinyl with felt interiors), and a simple rulebook. **$25.00**

BAK011 **18" RIBBED VINYL**
A huge, distinguished black ribbed vinyl case with red stiching, black metal catches, and a carrying handle. On the inside, the tables are made of grey felt, with black or red stiched points. The 30 plastic men are red or black, as are the 4 dice. The set also includes a doubling cube, instructions, and 2 dice cups made from black ribbed vinyl with grey felt interiors. **$40.00**

MYSTERY GAMES

HOW TO HOST A MURDER An extremely popular series of games that combine elements of Role-Playing and dectective work. Players assume the part of a character in the 'plot' and must help or hinder the other players in the solving of a theme murder! An ideal way to spend an evening with friends.

Each set contains a cassette tape (that reveals details of the murder), relavant floorplans (you still only use a lounge to play), Host guide & instructions, 8 guest invitations & envelopes, 8 clue manuals (with secrets for each player!), 8 clue packets, a detective's report, name tags, and dinner & costume suggestions for the truly adventurous.

DEC **POWAR AND GREEDE**
"You have been invited to the premiere of Powar Film Studio's latest release *'POWAR AND GREEDE'*. As an illustrious member of the cast or crew, you are a guest of the Producer, W. Anton Powar, at the Theater Banquet Hall, 1936". This is a game designed for 8 willing adults. Solve the mystery, discover the murderer, and prove yourself innocent of the crime. **$35.00**

DEC **THE CHICAGO CAPER**
"You have received an invitation to S. P. Keasy's Place, a private club near the headquarters of notorious gangster 'Hal' Coppone." Set in old Chicago during the notorious 1920's, the 8 adult players (who take on the guise of various period characters) must expose the murderer from amongst their very midst. And it's certainly not as easy as it sounds! **$35.00**

CONSULTING DETECTIVE This is an informative and challenging game - you are presented with a mystery to solve, and must follow the threads of evidence through the byways and mansions of Victorian England with Sherlock Holmes as your companion. Suspects must be interviewed, newspapers read for clues, and all the facts put together before a solution is reached and the culprit sent to goal!

This is not a boardgame. No dice or luck are needed to play, just clear-thinking and an alert mind. This is a test of mental ability for players of any age. Can be played solitiare, or with two people, or a large gathering of friends.

SLE **CONSULTING DETECTIVE**
Contains a 24'x48" colour map of Holme's London, a London Directory (20-pages: covering 5000 people & places), a Case Book (46-page: 10 cases & solutions), a Clue Book (124-pages set in a 3-ring binder), Newspaper Archives (32-pages: 10 dated newspapers which provide clues for each case), and a Quiz Book Z(8-pages: quizzes for every case). **$30.00**

SLE **MANSION MURDERS**
Five extra cases for Consulting Detective. A challenge even for those with "extraordinary powers of observation and deductions"! This is a boxed set containing a 64-page Clue Book, 12-page Newspaper Archive, 26-page Case Book, and two detailed floorplans a West End Mansion. **$20.00**

CRAZY SPECIALS!

THE FOLLOWING ITEMS ARE NO LONGER IN PRINT OR WILL NOT BE SOLD BY US AGAIN. BUT OUR REMAINING STOCK IS LIMITED - SO PLEASE GIVE SECOND CHOICES!

MINIATURES

'METAL MAGIC' 25MM MINIATURES CLEARANCE

ORDER QUANTITY / MINIATURE TYPE	WORTH $15.00 — 5 FIGURES	WORTH $30.00 — 10 FIGURES	WORTH $60.00 — 20 FIGURES	WORTH $150.00 — 50 FIGURES
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UNDEAD HORDES	$10.00	$15.00	$25.00	$45.00
MONSTERS*	$8.00	$12.00	$20.00	$40.00

PLEASE NOTE: '*' Idicates large miniatures in selection - every oversized figure counts as two items.

WHEN ORDERING each customer chooses the category and number of figures ordered. Mil Sims staff shall select the individual miniatures for your order - everyone shall be given a fair selection of mixed items.

WARGAMES

WES **ASSAULT ON HOTH**
Massive Walkers lead the Imperial advance against the Rebel energy shield generator. The rebels must defend this site with laser turrets, troopers, and flyers. If the generators fail then the entire Rebel force can be captured, much to the delight of old Darth Vader. The game counters are free-standing, and feature some great full colour front AND rear illustrations!
Normal Retail: $50.00 Crazy Special: **$25.00**

VIC **COLD WAR**
Global politics, influence peddling & double-dealing: fun for the entire family! Four players command the economic, military, and intelligence forces of a major contemporary power. The object of this game is to achieve political, military & economic control over as much of the world as possible - employing every malicious and devious trick available (just like the real thing!). With 130 counters, 122 cards and a 22"x32" mapsheet
Normal Retail: $45.00 Crazy Special: **$20.00**

LEA **DRAGONSTAR RISING**
Humanity's empire, the free Seven Worlds, is pitted against the huge Starguild Imperium and the alien Dragoncrests in a battle for survival. Although out-numbered, the Seven Worlds possess an elite force of power-armored commandos that can be teleported into any hot spot! This is a game of high-tech man-to-man combat on distant planets - a fast yet detailed simulation of future war. 392 counters & two 22"x32" maps
Normal retail: $60.00 Crazy Special: **$25.00**

VIC **JAMES BOND - ASSAULT!**
James Bond leads a crack Ninja squad, and the obligatory well-endowed female, on a thrilling mission against Skorpios' villainous commandos! The good-guys must eliminate the bad-asses before a nuclear missile is launched against the 'Free World'. This action-packed game features hand-to-hand and small-arms combat in a multi-level complex. With 267 counters and a 22"x32" mapsheet. Can be played solitaire!
Normal Retail: $35.00 Crazy Special: **$18.00**

AVA **PANZER ARMEE AFRICA**
The North African Campaign: 1941-42. Set at Brigade, Battalion & Regiment scale. The game mechanics provide for very fluid fronts, far-flung actions by small forces, and long distance supply problems. Each game-turn represents 1 month, and each hex 12 miles. 200 counters and 32"x22" mapboard.
Normal Retail: $40.00 Crazy Special: **$20.00**

FAS **STARSHIP COMBAT SIMULATOR**
Tactical spaceborne engagements between the fighting vessels of the STAR TREK universe. With three levels of complexity plus optional rules. 78 colour counters, 112 chits, and a 22"x34" map. This boxed set has sold so well in the old catalogue that there are only a few copies left - so hurry!
Normal Retail: $35.00 Crazy Special: **$8.00!**

PAN **WARLORDS**
A multi-player game of diplomacy and military expansionism set in China early this century. Control of China is the ultimate goal, and this is achieved through conquest and allegiance, negotiation and revenue. Both warfare and politics are the key strategems for victory. Also has an historic scenario. With 252 counters and a 19"x23" mapsheet. Quite entertaining.
Normal Retail: $20.00 Crazy Special: **$10.00**

PAN **SHANGHAI TRADER**
Family fun! 3 to 6 multi-national trading barons struggle to amass fortunes with various illicit rackets. The winner is the player who rips off the economy the most and survives to spend their ill-gotten gains overseas! Trading empires quickly give way to all manner of vice and deceit, and once noble merchants resort to vile thuggery and assassinations. With 224 counters, a 16"x23" mapsheet, and lots of paper money.
Normal Retail: $25.00 Crazy Special: **$10.00**

Buy both **SHANGHAI TRADER** & **WARLORDS** for only **$15.00**

STRATEGY & TACTICS SPECIAL OFFER!
Listed below is a selection of seven titles from our S&T subscription that have been overstocked. We are offering a package deal on **SIX** of these items (our staff will decide which magazine shall not be sent!) for only **$30.00!**

S&T117 **NORTH GERMAN PLAIN**
Early 1990s: a Warsaw Pact invasion of the NATO central front. Includes forces from the U.S, Britain, West Germany, Netherlands, USSR and Poland. 200 counters/22"x34" map.
S&T120 **NICARAGUA!**
Guerrilla warfare in Central America, with political and military aspects. This game of modern revolution includes foreign support & propaganda, etc. 300 counters/22"x34" map.
S&T122 **PEGASUS BRIDGE - JUNE 6, 1944**
The first soldiers to herald the arrival of D-Day were those in the glider-borne assault on the Benouville Bridge. This is a solitaire game with 200 counters and a great 22"x23" map.
S&T123 **CAMPAIGNS IN THE VALLEY**
Stonewall Jackson's 1862 Shenandoah Valley campaign - his outnumbered army outmaneuvered Federal forces and defeated them in detail. 150 counters and a 22"x34" map.
S&T124 **FORTRESS STALINGRAD**
A strategic/operational simulaton of the Soviet winter counter offensive of 1942-'43. Manstein's military genius vs. the Red Hordes & Hitler's directives! 200 counters/22"x30" map.
S&T125 **THE FAR SEAS**
Covers the operations of, and against, the German cruisers that were caught at sea on the outbreak of World War I. Includes vessels from 5 nations. 120 counters & 22"x30" map.
S&T 126 **BEIRUT '82 - ARAB STALINGRAD**
Israeli and Christian militia attempt to crush the PLO and its allies in Beirut - but diplomatic hindrances are a very real deterrent to total war. 60 counters and a 17"x22" mapsheet.

Each magazine can be bought individually for **$8.00 EACH***
* (except for S&T117 NORTH GERMAN PLAIN)

ROLE-PLAYING GAMES

PRICE OF FREEDOM

ALL-AMERICAN OFFER: $40.00

The Soviet military have perfected an anti-missile defense. Under the threat of nuclear destruction, the American government allows Russian soldiers to invade the United States. However, a growing number of the population rebels against the Communists, and guerrilla warfare ensues.

PRICE OF FREEDOM Boxed RPG
GM's PACK -Supplememt
YOUR OWN PRIVATE IDAHO - Module

MEKTON

MANGA-NIFICENT OFFER: $15.00

Science Fiction game based on Japanese animation, and various comics. The plot is concerned with a troupe of attractive and mildly rebellious teenagers whose only aim in life is to pilot these huge mecha armed with an array of weapons, and beat the living crap out of anything that gets in their way!

MEKTON II Softcover RPG
ADVANCED COMBAT SCREEN - Supplement

Careful study of a primitive weapon.

PARANOIA

INSANE OFFER: $30.00

Science Fiction Role-Playing with a slight difference - the object is to die with as much style as possible! Each Player Charcter has an entourage of clones, and every one of them will find it very difficult to survive in the crazy world of Paranoia. This is great as a break from normal RPGs.

PARANOIA 2ND Edition Boxed RPG
EX-CESSORY PACK - Supplement

LORDS OF CREATION

A RATHER UNEXPECTED OFFER: $20.00

Some rather unfortunate worker stumbled upon a hidden cache of games, and after clearing off the cobwebs and several inches of dust, found them to be the last surviving remnants of Avalon Hill's old science and sorcery RPG. Features time-travelling characters and multi-dimensional adventures.

LORDS OF CREATION Boxed RPG
HORN OF ROLAND - Boxed Module
OMEGAKRON - Boxed Module

DUNGEONS & DRAGONS

VARIOUS CRAZY OFFERS

DRAGONLANCE ADVENTURES A hardback book containing all the information necessary to run an AD&D campaign in the world of Krynn. Features history, pantheon, new magic and character classes, geography, heroes, and more!
Normal Retail: $20.00 Crazy Special: **$12.00**

DRAGONLANCE SAGA - BOOK #1 The first installment in a series of graphic novels that are an abridged version of the 'Dragonlance Chronicles' novels. 78 pages of full-colour artwork as drawn by Thomas Yeates ("Who?" I hear you ask).
Normal Retail: $20.00 Crazy Special: **$10.00**

DRAGONLANCE SAGA - BOOK #2 Part two starts with the Dragons burning Solace, and ends with the marriage of Goldmoon and Riverwind. 76 colour pages.
Normal Retail: $15.00 Crazy Special: **$8.00**

Both titles in the above series can be bought for only **$15.00**

NIGHTMARE IN BLACKMARSH A boxed generic module for D&D, Runequest or the Warhammer RPG. Contained herein is a colour 22"x32" 25mm scale map of the Blackmarsh settlement, plus a DM's screen crammed with encounter details. A 24-page village booklet gives notes for adventures while a colour guide of the local area helps with further ideas.
Normal Retail: $15.00 Crazy Special: **$7.00**

CB2 CONAN AGAINST DARKNESS! A 32-page adventure module for AD&D charcters (levels 10 thru 14). Thoth-Amon threatens to ruin Aquilonia - Conan doesn't take too kindly to the idea, and he and a few mates journey across Shem and Stygia to beat the living crap out of the evil sorcerer!
Normal Retail: $13.00 Crazy Special: **$3.00!**

STAR TREK

OUTTA' THIS WORLD OFFERS

From the universe that spawned quite a number of books, films & TV serials - this is a game based in this galaxy, but set during in a future era dominated by the Federation. Worlds await exploration, Alien races vie for ultimate control of entire star systems, and good ol' Spock thinks it's all too illogical!

STAR TREK SPECIAL #1: $25.00

STAR TREK BASIC Boxed RPG
and **FIVE** assorted modules
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THE VANISHED - Module
ORION RUSE - Module
DENIAL OF DESTINY - Module
WITNESS FOR THE DEFENCE - Module
DEMAND OF HONOR - Module
MARGIN OF PROFIT - Module
TRADER CAPTAINS & MERCHANT PRINCES - Module
STAR TREK GM SCREEN - Supplement
(Old) **FEDERATION SHIP RECOG. MANUAL** - Supplement
(Old) **KLINGON SHIP RECOG. MANUAL** - Supplement

STAR TREK SPECIAL #2: $16.00

Complete 15mm Deck Plans
U.S.S. ENTERPRISE- Boxed Supplement
KLINGON D-7 - Boxed Supplement

CONAN

BARBARIC OFFER: $20.00

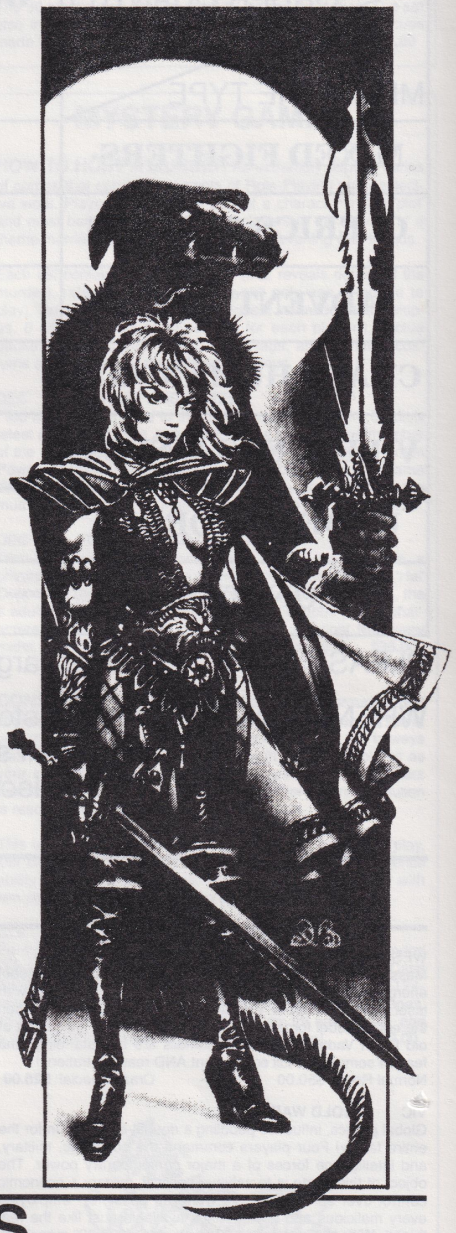
TSRs rather unfortunate venture into popular fiction. This is a complete guide to the Hyborian world and includes details on creating a campaign game and running a party of characters through various adventures. We only have very limited stocks of this special offer, so please give a second choice!

CONAN Boxed RPG
CN1 CONAN THE BUCCANEER - Module

BUCK RODGERS

BUCK RODGERS - BATTLE FOR THE 25TH CENTURY Ok, so it's not an RPG but a boardgame - I ran out of room in the Wargames section! This is a massive game for six play-ers, each controls an army of starships & troopers, and must use these forces to control our solar system. The contents include a colour 21"x35" mapboard depicting the planets and asteroids, 54 cards, 200 cardboard counters, 50 plastic tokens, and over 360 detailed plastic playing pieces.
Normal Retail: $70.00 Crazy Special: **$30.00**

BUCK RODGERS - THE BOOK This is a huge 288-page hardback book that details the first 60 years of Buck's 25TH Century. Mr. Rodgers origins in Amazing Stories is re-printed, as are a number of very entertaining comic strips that date from 1929 thru to the early '80s. At's all very amusing stuff!
Normal Retail: $45.00 Crazy Special: **$25.00**



COMPUTER GAMES

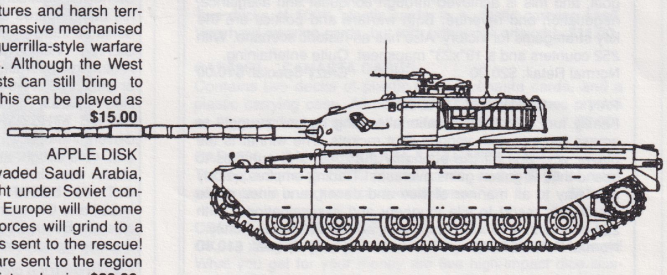
NORWAY 1985 * APPLE DISK

Winter has arrived, the freezing temperatures and harsh terrain of Norway have combined to halt the massive mechanised Soviet Divisions. Now NATO reverts to guerrilla-style warfare with ski troops as the main protagonists. Although the West has a more mobile force, the Communists can still bring to bear an enormous amount of firepower. This can be played as a solitaire or two-person simulation. **$15.00**

R.D.F. 1985 * APPLE DISK

Russian mechanised elements have invaded Saudi Arabia, the oil-rich Persion Gulf is quickly brought under Soviet control. In time a Western POL shortage in Europe will become epidemic, and the ever-thirsty combat forces will grind to a halt! The U.S. Rapid Deployment Force is sent to the rescue! Marines, Paras, armour, and air-support are sent to the region within days, and the fight for an ultimate victory begins.**$20.00**

*** Please Note:** Rules from **Germany '85** required to play.



REFORGER '88 APPLE DISK

World War 3 errupts in the Central Front. Warsaw Pact armour makes a desperate dash for the Fulda Gap with swarms of aircraft giving support. American and West German forces have to stem this iron tide while reinforcements arrive at the Frankfurt airbase. A-10s, Apache's & AT missiles must reap the harvest of Soviet steel before the Russian's numerical superiority can affect a breakout! With 2 scenarios & solitaire options. Combat is resolved down to individual weapons. **$15.00**

BATTALION COMMANDER APPLE DISK

Lead a single armoured battalion against the enemy in five different scenarios. Nationality of either side can be changed to suit the player (Chinese, Russian or U.S.). The game features 40 terrain maps that can each be used in turn with every scenario. Weapons include armour (MBTs, APCs & Assault), infantry, artillery, and infantry support (missles, mortars, etc). A complete package of modern combat. **$15.00**

Military Simulations
134 Cochranes Rd. Moorabbin Vic 3189
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MAGAZINE SUBSCRIPTIONS

ANIMAG

Well here it is folks - the magazine of Japanese animation! But wait... it does have some sort of relevance to our gaming fratenity: all those vivid cartoon slugfests between massive mecha combat vehicles and their young pilots were the basis of both the ROBOTECH RPG and the BATTLETECH wargame. Every issue features articles on Japanese TV and movie animation. Includes many colour/B&W photos, sketches, stills and diagrams.

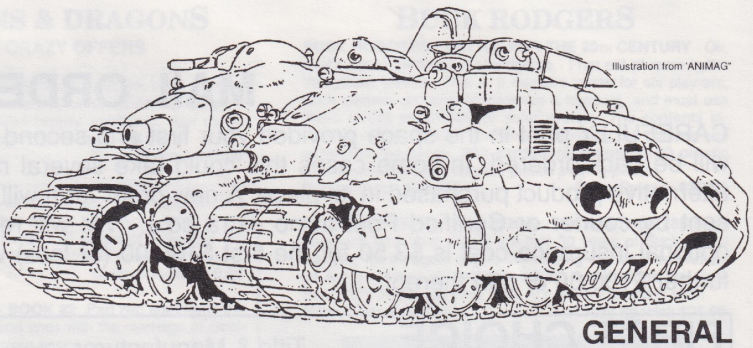

Illustration from 'ANIMAG"

AUTODUEL QUARTERLY

A literarily effort by the Steve Jackson company, catering exclusively for the *CAR WARS* fanatic... er, enthusiast. This B4-sized magazine presents a wealth of scenarios, equipment & vehicle supplements, gaming advise ("Don't run out of petrol!"), and short-stories based on the popular, maniacal automobile combat game. The main aim of this 'mag is to be both informative and entertaining, without getting too complex.

BATTLEPLAN

A bi-monthly magazine on wargames. Both amateur and professional game designers get to strut their literary skills; by submitting quality scenarios, variant rules, new counters and intelligent strategy guides for both classic and recent simulations. Almost every game company is represented in each issue, including Australian productions. Also features a mini-wargame occasionally. Well worth a perusal by wargamers with diverse collections.

BATTLE-TECHNOLOGY

Offers nothing but *BATTLETECH* related literature. Each issue contains at least one scenario, general game design notes, *MECHWARRIOR* adventures, short stories, and rule supplements. Both roleplayers and wargamers of the *BATTLETECH* universe are catered for, and regular articles from the FASA company designers allows the publication of official™ miscellaneous rules errata! If *BATTLETECH* is the only game you play, then this is the only 'mag you need.

CHALLENGE

GDW's magazine has become the definitive magazine for Science-Fiction roleplayers and wargamers! Every major gaming system is covered; *MEGATRAVELLER, TWILIGHT 2000, 2300AD, SPACE 1889, BATTLETECH, PARANOIA, WARHAMMER 40,000, STAR TREK, STAR WARS*, et al. Article definition includes adventures, scenarios, new rules, optional supplements, new equipment & weapons, gaming essays, etc.

DRAGON

TSR's monstrous monthly 'mag. The emphasis is on *AD&D*, with a veritable treasure-chest of articles and adventures (& ads!) that will appeal to both players and DMs alike. Features on *D&D, TOP SECRET, GAMMA WORLD, STAR FRONTIERS* and *MARVEL SUPER HEROES* are tolerated, albeit with less proliferation than the ubiquitous fantasy RPG *AD&D* ™®©,ect. Each issue includes such things as new spells, magic items, monsters, tips on play, etc.

DUNGEON

Within the pages of this bi-monthly publication can be found enough adventures to satiate the wander-lust of any adventuring AD&D or D&D party. The player's quest for riches and fame, danger and excitement are fulfiled with at least five complete mini-modules per issue! Every game is DM-friendly, with all the information needed to play set out in a clear manner, all necessary maps, diagrams, and illustrations are provided. Produced by TSR.

FIRE & MOVEMENT

The main function of *FIRE & MOVEMENT* is to be an excellent source of detailed wargame profiles, either as capsule comments, or as extensive reviews. Regular magazine departments feature interviews with prominent game designers, industry news (mainly American), and elaborate essays on wargaming in general (ie: tactical doctrine, game design, etc). It is testament to the quality of *F&M* that this 'mag has been produced for many, many years.

GENERAL

AVALON HILL's high-quality publication; though this great magazine deals only with *AVALON HILL* (what a surprise!) and, occasionally, *VICTORY GAMES* simulations. Each issue has an extensive feature-article on a particular product, as well as scenarios, designer's notes, strategy guides, new rules and variant counters on old and new games. Regular articles appear for *ASL*. If you are an avid *AVALON HILL* wargamer, then this publication is indispensable!

G.M.

The latest gaming magazine from England, and a very popular one at that! This is a glossy independent monthly roleplaying rag. G.M. covers roleplaying in all its guises - boardgames, tabletop gatherings, computers, movies, music, clothing, miniatures, PBMs, comics, novels, and the "Believe-it-or-not" Live roleplay groups! The format is lively and colourful, with a huge assortment of photos and artwork. A very good publication for those gamers without any bias.

RUN 5

STRATEGIC STUDIES GROUP's computer quarterly journal that presents to the reader detailed articles and scenarios for *SSG*'s excellent computer simulations. Most issues of this Australian publication also feature designer's notes on new releases, U.S. computer game reviews, and computer gaming essays. We must admit, unluckily, that this magazine has a notoriously bad publishing schedule!

STRATEGY & TACTICS

Every issue contains a wargame of moderate-to-advanced complexity, with at least 120 glossy counters, and a large (standard size) multi-colour hex map. Periods covered range from ancients to modern, and the topics from naval to ground combat. Every issue also includes an analytical essay on the feature wargame. Plus the usual wargame reviews, industry news and gaming essays by designers, et al.

THE WARGAMER

Once upon at time *THE WARGAMER* used to compete with *S&T* in producing quality magazine wargames, but alas that is no more! However, is still is a professional wargaming 'mag, regular departments include 'Campaign Analysis' - with tactical tips & player's notes on popular wargames, and 'Moves' - which includes scenarios, variants & strategy guides. With feature reviews, scenarios, a design forum and the occasional humorous article.

WHITE DWARF

A beautiful glossy monthly magazine, with an obvious super-bias towards *GAME WORKSHOP's* role-playing and miniatures games! (plus *CITADEL* miniatures). So unless you play *WARHAMMER FANTASY BATTLES, WARHAMMER 40,000, WARHAMMER RPG, DARK FUTURE, BLOODBOWL*, or *TITANICUS*, don't buy this magazine! If however you do play any of those products, then this is your virtual gaming bible. Full of colour photos, and great artwork.

MAGAZINE SUBSCRIPTIONS

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AUTODUEL QUARTERLY	☐	$24 for 4	☐	$44 for 8
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ROLEPLAYING

ALBEDO

SCI-FI Erma Felna, EDF: Animal characters in a techno-sophisticate future. A game of PC interaction & socio-political plots with a good deal of detailed hardware and history. **T&J**

ALBEDO BOXED RPG •	**$35.00**

CALL OF CTHULHU

HORROR H.P. Lovecraft's monsterous mythos and their morbid minions plague a 1920's Earth. An atmospheric gothic-horror game of a dark and inhuman netherworld. **Chaosium**

CALL OF CTHULHU • 4TH Edition Softcover	**$35.00**
Arkham Horror (Boardgame - see *WARGAMES*)	$40.00
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CHAMPIONS

SUPERHERO Daring Do-gooders and Butch Baddies beat the crap out of each other in a struggle for world domination, or at least a little extra money! Classic pulp adventure. **ICE**

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Wrath of the Seven Horseman	$10.00

CYBERPUNK

SCI-FI A hyper-tech near future of corporate wars, bio-engineering, cybernetics, manical streetgangs and, computer warriors. Based on the novels of William Gibson. **R. Talsorian**

CYBERPUNK	**$40.00**
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Near Orbit • (due July?)	$22.00

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SCI-FI 2035AD: Earth is attacked by the evil Xenoborgs... a fight for survival begins. Our only defense are secret cadres of elite soldiers who are part man, part machine **New Infinities**

CYBORG COMMANDO	**$30.00**
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Film at Eleven	**$12.00**
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DOCTOR WHO

SCI-FI From the TV series of eccentric adventurers and their exotic travels through time and space (with a strong penchant of going to places & getting into deep trouble!) **FASA**

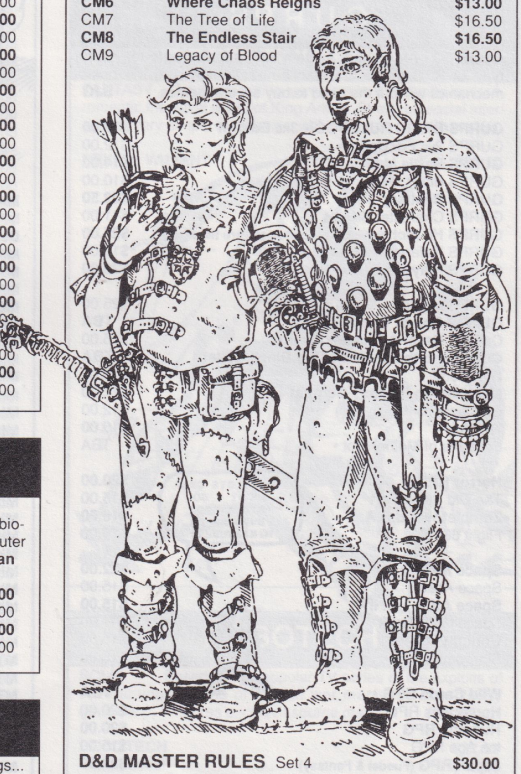
SPECIAL PRICES!

DOCTOR WHO	**$20.00**
City of Gold	$10.00
Cybermen	**$10.00**
Legions of Death	$10.00
Lords of Destiny	**$10.00**
The Daleks	$10.00
The Iytean Menace	**$10.00**
The Master	$10.00
Warrior's Code	**$10.00**

DUNGEONS & DRAGONS

FANTASY The beginner's version of AD&D : create the cronicles of a party of adventurers in a world of magic, monsters and fabulous treasures. **TSR**

D&D BASIC RULES Set 1		**$20.00**
	For adventurers of levels 0-3 only.	
B1-9	In Search of Adventure	$30.00
B10	**Night's Dark Terror**	**$20.00**
B11	King's Festival • (due July)	$13.00
B12	**Queen's Harvest** • **(due Nov.)**	**$13.00**
D&D EXPERT RULES Set 2		**$25.00**
	For adventurers of levels 4-14 inclusive.	
BX1	**The Islandia Campaign** •	**TBA**
X8	Drums on Fire Mountain	$13.00
X10	**Red Arrow, Black Shield**	**$20.00**
X11	Saga of the Shadow Lord	$20.00
X12	**Skarda's Mirror**	**$16.00**
X13	Crown of Ancient Glory	$16.00
XS2	**Thunderdelve Mountain**	**$13.00**
O2	Blade of Vengence (1-on-1 module)	$13.00
	BLACKMOOR ADVENTURES	
DA1	Adventures in Blackmore	$20.00
DA2	**Temple of the Frog**	**$16.50**
DA3	City of the Gods	$16.50
DA4	**The Dutchy of Ten**	**$16.50**
D&D COMPANION RULES Set 3		**$30.00**
	For adventurers of levels 15-25 inclusive.	
CM4	**Earthshaker!**	**$13.00**
CM5	Mystery of the Snow Pearls	$13.00
CM6	**Where Chaos Reigns**	**$13.00**
CM7	The Tree of Life	$16.50
CM8	**The Endless Stair**	**$16.50**
CM9	Legacy of Blood	$13.00



D&D MASTER RULES Set 4		**$30.00**
	For adventurers of levels 26-36 inclusive.	
AC7	**Master's Players Screen**	**$13.00**
M1	Into the Maelstrom	$13.00
M2	**Vengeance of the Alphaks**	**$16.00**
M3	Twilight Calling	$16.00
M4	**Five Coins for a Kingdom**	**$16.00**
M5	Talons of Night	$13.00

DUNGEONS & DRAGONS

D&D IMMORTALS Set 5		**$30.00**
	The bigger they are the harder they fall...	
IM1	**The Immortal Storm**	**$16.00**
IM2	The Wrath of Olympus	$16.00
IM3	**The Best of Intentions**	**$13.00**

D&D CAMPAIGN GAZETTEERS

A very detailed (& superb) campaign world series.

GAZ1	**The Dutchy of Karameikos**	**$20.00**
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GAZ3	**The Principality of Glatri**	**$20.00**
GAZ4	The Kingdom of Ierendi	$16.00
GAZ5	**The Elves of Alfheim**	**$20.00**
GAZ6	The Dwarves of Rockhome	$18.00
GAZ7	**The Northern Reaches**	**$17.00**
GAZ8	The Five Shires	$20.00
GAZ9	**The Minrothad Guilds**	**$18.00**
GAZ10	The Orcs of Thar	$18.00
GAZ11	**The Republic of Darokin** •	**$18.00**
GAZ12	The Golden Khan of Ethengar •	$18.00

D&D GAME ACCESSORIES

Game playing aids for all five D&D box sets.

AC4	**The Book of Marvelous Magic**	**$10.00**
AC6	Player Character Sheets	$17.00
AC9	**Creature Catalogue**	**$25.00**
AC10	Giants & Dragon Bestiary	$18.00
AC11	**Wonderous Inventions**	**$18.00**
(boxed)	Dawn of the Emperors • (due Aug.)	$30.00
PC1	**Tall Tales of the Wee Folk** • **(due Oct.)**	**$20.00**
PC2	Top Ballista • (due Dec.)	$20.00

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ADVANCED DUNGEONS & DRAGONS

FANTASY Creates the exploits of a group of characters from their humble mediaeval origins to the pinnacle of social and political power in a fantastic world. **TSR**

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Player's Handbook 2ND Edition	**$35.00**
Dungeon Master's Guide 2ND Edition	$35.00
Monstrous Compendium Vol. 1 2ND Ed. • **(due July)**	**$35.00**
Monstrous Compendium Vol. 2 2ND Ed. • (due Sept.)	$30.00
Monstrous Compendium Vol. 3 2ND Ed. • **(due Dec.)**	**$20.00**
Legends and Lore	$30.00
Dungeoneer's Survival Guide	**$30.00**
Wilderness Survival Guide	$30.00
Manual of the Planes	**$30.00**
Greyhawk Adventures	$30.00
Dragonlance Adventures	**$15.00**

FORGOTTEN REALMS CAMPAIGN

A very detailed campaign world setting.

The Forgotten Realms		**$30.00**
Forgotten Realms: City System		$35.00
Kara-Tur: The Eastern Realms		**$30.00**
FR1	Waterdeep and the North	$16.00
FR2	**Moonshae**	**$16.00**
FR3	Empires of the Sands	$16.00
FR4	**The Magister**	**$16.00**
FR5	The Savage Frontier	$16.50
FR6	**Dreams of the Red Wizards**	**$17.00**
FR7	Hall of Heroes	$19.00
FR8	**Cities of Mystery** • **(due July)**	**$25.00**
FR9	Bloodstone Lands • (due Dec.)	$19.00
FRC1	**Ruins of Adventure**	**$20.00**
FRC2	Curse of the Azure Bonds	$22.00
FRE1	**Shadowdale**	**$14.00**
FRE2	Tantras • (due July)	$13.00
FRE3	**Waterdeep** • **(due Oct.)**	**$13.00**

DRAGONLANCE CAMPAIGN

An epic campign of war and adventure in the land of Krynn.

DL01	**Dragons of Despair**	**$13.00**
DL02	Dragons of Flame	$13.00
DL03	**Dragons of Hope**	**$13.00**
DL04	Dragons of Desolation	$13.00
DL05	**Dragons of Mystery**	**$13.00**
DL06	Dragons of Ice	$13.00
DL07	**Dragons of Light**	**$13.00**
DL08	Dragons of War	$13.00
DL09	**Dragons of Deceit**	**$15.00**
DL10	Dragons of Dreams	$13.00
DL11	**Dragons of Glory**	**$25.00**
DL12	Dragons of Faith	$20.00
DL13	**Dragons of Truth**	**$16.00**
DL14	Dragons of Triumph	$20.00
DL15	**The Mists of Krynn** (12 mini-adventures)	**$20.00**
DL16	The World of Krynn	$17.00
DLE1	**In Search of Dragons**	**$17.00**
DLE2	Dragon Magic • (due July)	$17.00
DLE3	**Dragon Keep** • **(due Nov.)**	**$17.00**
Leaves from the Inn of Last Home		$25.00
(boxed)	**Time of the Dragon** • **(due Nov.)**	**$35.00**
Dragonlance Graphic Novel Vol. 1		$10.00
Dragonlance Graphic Novel Vol. 2		**$10.00**

ADVANCED D&D CONT.

AD&D LOW LEVEL MODULES

Adventures for characters of levels 0-4.

N3	**Destiny of Kings**	**$16.00**
N4	Treasure Hunt	$16.00
N5	**Under Illefarn**	**$13.00**
WG9	Gargoyle	$13.00
WG10	**Child's Play • (due Sept.)**	**$13.00**
WG11	Puppets • (due Jan '90)	$13.00

AD&D MID LEVEL MODULES

Adventures for characters of levels 4-8.

A1-4	**Scourge of the Slavelords**	**$30.00**
C4	To Find a King	$13.00
C5	**The Bane of Liywelyn**	**$13.00**
C6	RPGA Tournament Handbook	$20.00
CA1	**Swords of the Undercity**	**$13.00**
DQ1	The Shattered Statue	$13.00
I3-5	**The Desert of Desolation**	**$30.00**
I6	Ravenloft	$13.00
I7	**Baltron's Beacon**	**$13.00**
I8	Ravager of Time	$16.00
I9	**Day of 'Al Akbar**	**$16.00**
I11	Needle	$16.00
I12	**The Egg of the Phoenix**	**$25.00**
S1-4	Realms of Horror	$20.00
T1-4	**Temple of Elemental Evil**	**$30.00**

AD&D HIGH LEVEL MODULES

Adventures for characters of levels 9+.

CA2	**Swords of Deceit**	**$16.00**
CB2	Conan Against Darkness!	$8.00
GDQ1-7	**The Queen of Spiders**	**$30.00**
H1	Bloodstone Pass	$35.00
H2	**The Mines of Bloodstone**	**$16.00**
H3	Bloodstone Wars	$16.00
H4	**The Throne of Bloodstone**	**$18.00**
I10	Ravenloft 2: Gryphon Hill	$16.00
I14	**Swords of the Iron Legion**	**$16.00**
OP1	Tales of the Outer Planes	$18.00
WG6	**Isle of the Ape**	**$15.00**
WG7	Castle Greyhawk	$20.00
WG8	**Fate of Istus**	**$20.00**

ORIENTAL ADVENTURES

Various level modules set in a Feudal/Fantasy oriental land

Oriental Adventures		**$30.00**
OA2	Night of the Seven Swords	$16.00
OA3	**Ochimo: Spirit Warrior**	**$16.00**
OA4	Blood of the Yakuza	$16.00
OA5	**Mad Monkey vs. the Dragon Claws**	**$15.00**
OA6	Ronin Challenge • (due Aug.)	$19.00
OA7	**Test of the Samurai • (due Jan. '90)**	**$19.00**

AD&D GAME ACCESSORIES

Modules with a plethora of multi-level mini adventures or supplements with general *AD&D* game aids.

The Art of *DRAGON* Magazine		**$30.00**
The Art of *D&D* Book 2 • (due Oct.)		$35.00
Dungeon Master's Design Kit		**$17.00**
Mertwig's Maze (fun *D&D* boardgame!)		$25.00
REF1A	**DM's Screen 2ND Ed. • (due Aug.)**	**$15.00**
REF2A	PC Record Sheets 2ND Ed. • (due Sept.)	$17.00
REF3	**The Book of Lairs**	**$25.00**
REF4	The Book of Lairs II	$25.00
REF5	**Lords of Darkness**	**$17.00**
REF6	Complete Fighter Manual • (due Dec.)	$25.00
REF7	**Complete Thief Manual • (due Jan. '90)**	**$25.00**
I13	Adventure Pack 1	$25.00
World of Greyhawk (Campaign)		**$30.00**
The City of Greyhawk • (due Aug.)		$35.00
Spelljammer (campaign) • (due Oct.)		**$35.00**
Battlesystem Miniatures Rules		$50.00
Lankhmar: City of Adventure		**$25.00**

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ELFQUEST

FANTASY From the *ELFQUEST* comic series. A romantic world where the bloody racial war between Elf and Troll clans is the dominant theme. **Chaosium**

ELFQUEST (boxed)	**$30.00**
ELFQUEST 2ND Ed. (Softcover with colour plates by Wendy Pini!)	$30.00
Sea Elves	**$12.00**

ETERNAL CHAMPION

SCIENCE & SORCERY The Eternal Champion is a mystical hero who lives upon all planes of existence, in all ages and times. An series from the books of M. Moorcock. **Chaosium**

STORMBRINGER (Hardback)	**$35.00**
HAWKMOON	$45.00
Black Sword	**$15.00**
Shattered Isle	$15.00
Stealer of Souls	**$12.00**
White Wolf	$20.00

GAMMA WORLD

SCI-FI Set centuries after the great holocaust, in a savage world of high-technology and strange mutations. **TSR**

GAMMA WORLD Revised Ed.		**$35.00**
GW2	Famine in Far-go	$8.00
GW4	**Mind Masters**	**$11.00**
GW6	Alpha Factor	$16.00
GW7	**Beta Principle**	**$17.00**
GW8	Gamma Base	$17.00
GW9	**Delta Fragment**	**$18.50**
GW10	Epsilon Cyborgs	$13.00

GHOSTBUSTERS

HORROR (?) A tongue-in-cheek RPG on supern slapstick, monsterous mayhem and spooky spoofs! Based on the movie. Who ya gonna call? **WEST END**

GHOSTBUSTERS II Boxed • (due Aug.)	**$40.00**
Ghostbusters II Book • (due Aug.)	$25.00
Ghost Toasties	**$18.00**
Hot Rods of the Gods	$16.50
Scared Stiffs	**$16.50**
Apokermis Now • (due Aug.)	$15.00
Tobin's Spirit Guide • (due Sept.)	**$27.00**
The Holloween Patch • (due Dec.)	$15.00
Lurid Tales of Doom • (due Nov.)	**$15.00**

G.U.R.P.S.

GENERIC An elegant system with supplements for every type of RPG genre that can be easily linked to the basic mechanics without the need to buy several games. **SJG**

GURPS BASIC RULEBOOK 3RD Edition	**$30.00**
GURPS 2ND Ed. Update •	$12.00
GURPS Battle Maps	**$14.00**
GURPS Blank Maps	$10.00
GURPS Bestiary	**$22.50**
GURPS Character Sheets	$11.00
GURPS Hi-Tech (weapons/technology thru the ages)	**$25.00**
GURPS Reference Screen	$12.00
GURPS Player's Book •	**$20.00**
GURPS Magic •	$25.00
GURPS Conan •	**TBA**
Conan - Beyond Thunder River	$15.00
Conan and the Queen of the Black Coast •	**TBA**
Harkwood	$15.00
Man-to-man Fantasy Combat	**$12.00**
Orcslayer (for Man-to-man)	$12.00
Tredroy •	**$16.00**
For Love of Mother Not •	TBA
Horror RPG	**$20.00**
The Old Stone Fort	$15.00
Zombietown U.S.A.	**$15.00**
Flight 666 •	$16.00
Space RPG	**$22.00**
Space Atlas	$15.00
Space Atlas Vol. II •	**$15.00**
Space GM's Pack	$11.00
Unnight	**$15.00**
Stardemon •	$12.00
Wild Cards RPG •	**TBA**
Horseclans RPG	$20.00
Humanx RPG	**$20.00**
Ice Age RPG	$15.00
Japan RPG (Fuedal & Fantasy)	**$22.00**
Supers RPG •	$30.00
Swashbucklers RPG	**$20.00**
Time Travel RPG •	TBA
Witch World RPG •	**$30.00**
Wild West RPG •	TBA
Autoduel RPG	**$20.00**
Car Warriors	$13.00

HUNTER PLANET

SCI-FI An Australian made RPG about Alien tourists hunting humans on Earth for recreation. Features 'hands-on' modular design with an emphasis on role-playing. **HPAC**

HP Executive Pack (contains all of the below items)	**$25.00**
HUNTER PLANET 2ND Edition	$10.00
Sindee: The Adventure	**$10.00**
Character Record Sheets	$3.00
CM's Screen & Mini Adventure	**$6.00**

LIVING STEEL

SCI-FI Intergalactic war between the Starguild, the free Seven Worlds and Earth. A vast struggle for freedom in the galaxy where the exploits of the few do count. **Leading Edge**

LIVING STEEL (Boxed)	**$35.00**
Living Steel 2ND Ed. Hardback	$35.00
Operation Seven Swords	**$15.00**
KViSR Rocks!	$16.50

MARVEL SUPERHEROES

SUPERHERO The vile villians and heroic heroes o MARVEL comics bully, batter and butcher each other mainly because Earth is such a boring planet. **TSR**

MARVEL SUPERHEROES		**$35.00**
MARVEL SUPERHEROES ADVANCED		$35.00
Deluxe City Campaign Set • (due Aug.)		**$35.00**
MA2	Avengers Coast-to-coast	$25.00
MA3	**The Ultimate Powers Book**	**$27.00**
MA4	The Fantastic Four	$20.00
ME1	**Cosmos Cubed**	**$13.00**
ME2	Ragnarok and Roll	$13.00
ME3	**The Left Hand of Eternity**	**$16.50**
MH1	The Breeder Bombs	$13.00
MH3	**Murderworld!**	**$13.00**
MH4	Lone Wolves	$11.00
MH5	**Cat's Paw**	**$12.00**
MH6	Thunder Over Jotunheim	$13.00
MH7	**The Last Resort**	**$13.00**
MH8	Fault Line	$13.00
MH9	**The Gates of 'What If?'**	**$16.00**
MHAC2	Avengers Assembled!	$12.50
MHAC3	**Fold-up Figures Set**	**$13.50**
MHAC4	Pit of the Viper	$12.50
MHAC6	**New York, New York**	**$17.00**
MHAC7	Concrete Jungle	$14.00
MHAC8	**Weapons Locker**	**$13.00**
MHAC9	Realms of Magic	$25.00
MHSP1	**Secret Wars (Campaign)**	**$13.00**
MHSP2	Secret Wars II	$20.00
MT1	**All This and World War 2**	**$15.00**
MT2	Weird, Wierd West • (due July)	$18.00
MT3	**The Revenge of Kang • (due Jan. '90)**	**$18.00**
MU1	Handbook of the Marvel Universe: A-D	$25.00
MU2	**Handbook of the Marvel Universe E-M**	**$25.00**
MU3	Handbook of the Marvel Universe M-S	$25.00
MU4	**Handbook of the Marvel Universe S-Z**	**$25.00**
MU5	Handbook of Marvel 1989 • (due Nov.)	$25.00
MX1	**Nightmares of Futures Past**	**$16.00**
MX2	The X-Potential	$16.50
MX3	**Reap the Whirlwind**	**$13.00**
MX4	Flames of Doom	$13.00

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MECHWARRIOR

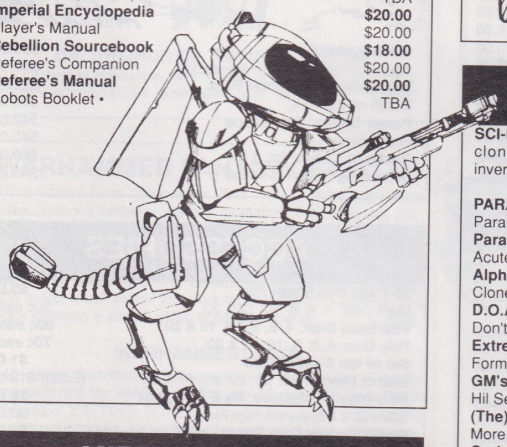
SCI-FI A galatic war fought by five political factions for water and the lost technologies of the galaxy. **FASA**
For further titles see *BATTLETECH* in **WARGAMES** section.

MECHWARRIOR	**$25.00**
BATTLETECH 20 Year Update •	$25.00
Mercenary's Handbook	**$25.00**
The Periphery - The Bandit Kingdoms	$25.00
House Steiner - The Lyran Commonwealth	**$30.00**
House Davion - The Federated Suns	$30.00
House Kurita - The Draconis Combine	**$25.00**
House Liao - The Capellan Confederation	$30.00
House Marik - The Free Worlds League	**$30.00**
The Star League	$25.00
Comstar	**$25.00**

MEGATRAVELLER

SCI-FI Set after the age of TRAVELLER 2300AD, when mankind has established a strong foothold in the realms of space. High tech adventure in the final frontier. **GDW**

MEGATRAVELLER	**$60.00**
Cloak and Dagger •	TBA
COACC: Close Orbit & Airspace Control Command	**$17.00**
Flashback • (due Nov.)	TBA
Imperial Encyclopedia	**$20.00**
Player's Manual	$20.00
Rebellion Sourcebook	**$18.00**
Referee's Companion	$20.00
Referee's Manual	**$20.00**
Robots Booklet •	TBA



MIDDLE EARTH

FANTASY J.R. Tolkien's beautiful, magical world of *THE LORD OF THE RINGS* is brought to vivid life and colour with this moderate complex, well crafted system. **Iron Crown**

MIDDLE EARTH 2ND Ed.	**$20.00**
Guide Book to Middle Earth	$13.00
Lords of Middle Earth: The Immortals	**$20.00**
Lords of Middle Earth II: The Mannish Races	$20.00
Lords of Middle Earth III	**$18.00**
MERP Combat Screen	$12.00
MERP Rule Book 2ND Ed.	**$15.00**
Middle Earth map: Folded	$10.00
Minas Tirith (Hardback)	**$30.00**
Mount Gundabad •	$18.00
Assassins of Dol Amroth	**$10.00**
Brigands of Mirkwood	$10.00
Cirith Ungol & Shelob's Lair	**$8.00**
Creatures of Middle Earth	$16.00
Dagorlad and the Dead Marshes	**$12.00**
Dark Mage of Rhudaur • (due Sept.)	$12.00
Dunland & Misty Mountains	**$18.00**
Empire of the Witch King • (due Dec.)	$25.00
Ents of Fangorn	**$20.00**
Erech and the Paths of the Dead	$12.00
Far Harad: the Scorched Land	**$20.00**
Gates of Mordor	$10.00
Goblins-Gate & Eagle's Eyrie	**$10.00**
Haunted Ruins of the Dunlendings	$10.00
Havens of Gondor: Belfalas	**$18.00**
Hillmen of the Trollshaws	$12.00
Isengard and Northern Gondor	**$18.00**
Lake-Town • (Hardback)	TBA
Lorien and the Halls of the Elven Smiths	**$20.00**
Lost Realm of Cardolan	$18.00
Mirkwood - The Wilds of Rhouanion	**$25.00**
Moria: the Dwarven City	$18.00
Mouths of the Entwash	**$10.00**
Mythic Greece (Campaign)	$25.00
Phantom of the Northern Marshes	**$6.00**
Pirates of Pelagir	$10.00
Raiders of Cardolan	**$10.00**
Rangers of the North: the Kingdom of Arthdedain	$18.00
Riders of Rohan	**$18.00**
Rivendell: House of Elrond	$10.00
Robin Hood (Alternate Campaign)	**$22.50**
Sea Lords of Gondor	$20.00
Shadows in the South	**$20.00**
Thieves of Tharbad	$10.00
Trolls of the Misty Mountains	**$10.00**
Warlords of the Desert • (due Aug.)	$11.00
Woses of the Black Wood	**$10.00**
FORTRESSES OF MIDDLE EARTH	
Teeth of Mordor	**$10.00**
Weathertop: Tower of the Wind	$10.00
Halls of the Elven-King	**$10.00**

NAUSICAA

FANTASY Well unluckily we were only kidding... but the way so many companies are producing RPG systems on anything that's popular these days you never know your luck! **HaHaHa**

NAUSICAA of the Valley of Wind **TBA?**

PARANOIA

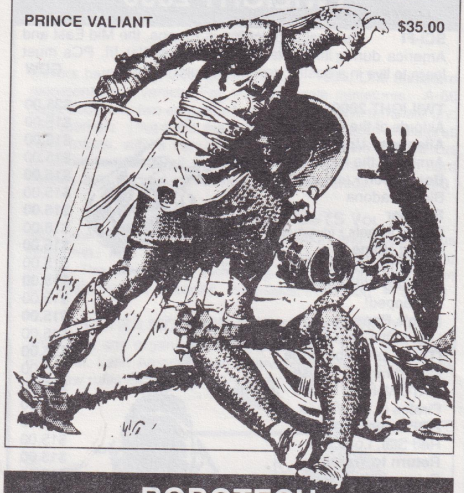
SCI-FI A humorous RPG about a computer government, clones, bureaucracy, secret societies, mutants, weird inventions and robots. Sounds a bit like real life! **WEST END**

PARANOIA 2ND Ed.	**$30.00**
Paranoia Book (Softback)	$22.00
Paranoia Excessory Pack	**$25.00**
Acute Paranoia (campaign)	$20.00
Alpha Complexities	**$16.50**
Clones in Space	$18.50
D.O.A. Sector Travelogue	**TBA**
Don't Take Your Laser to Town	$15.00
Extreme Paranoia • (Boardgame)	**TBA**
Form Pack (in Triplicate!)	$15.00
GM's Screen	**$14.00**
Hil Sector Blues (Campaign)	$20.00
(The) Ice Man Returneth • (due Sept.)	**$15.00**
More Songs About Food Vats • (?)	$15.00
Orcbusters	**$16.00**
People's Glorious Revolution •	$20.00
Send in the Clones	**$17.00**
The Computer always Shoots Twice (2ND Ed. reprint)	$20.00
Vapor's Don't Shoot Back	**$13.00**
Yellow Clearance Black Box Blues	$15.00

PRINCE VALIANT

FANTASY The strory telling game set in the mostly lawless, romantic medieval world of King Arthur. Stress on social interaction. Very simple mechanics, with great artwork! **Chaosium**

PRINCE VALIANT **$35.00**



ROBOTECH

SCI-FI Based on the popular TV series of the exploits of several young pilots of hi-tech war machines in a bloody galatic war. Features excellent source material. **Palladium**

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FANTASY A very detailed RPG, it stands on its own for playability, but is fully compatible with **MERP**! **Iron Crown**

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FANTASY A popular RPG with its own detailed campaign world: Glorantha! Excellent, playable game mechanics and superb background scource detail. **Avalon Hill**

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FANTASY Kulthea - a huge unique world designed mainly for Role Master, but can be used for any other system, like AD&D! Very detailed, with a superb background! **Iron Crown**

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SCI-FI Moderate complexity RPG, set in Victorian era and based on the works of H.G. Wells & Jules Vern. This is real pulp sci-fi in all its pompous glory. Real fun! **GDW**

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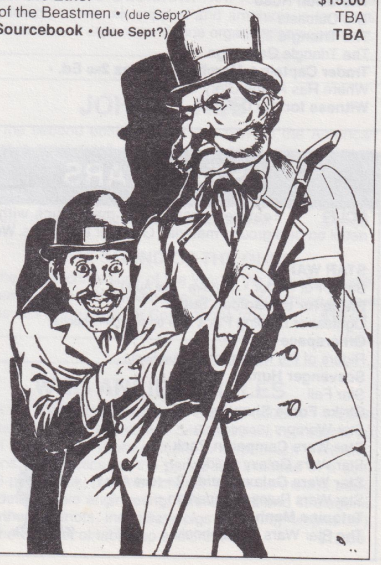

SPACEMASTER

SCI-FI A quality RPG of a high-technology future and adventures on alien worlds. Extensively detailed. **Iron Crown**

SPACEMASTER 2ND Edition	**$40.00**
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SCI-FI Multi-racial adventurers cruise thru space in search of action, fame, glory, romance... and lots & lots of money. **TSR**

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SCI-FI Covers the Federation-era universe as based on countless TV series and several movies. Quite detailed. **FASA**

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SCI-FI Features basic game mechanics with greater detail on background material. Good for beginners. **West End**

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SCI-FI Another post-World War III RPG, populated with some very strange denizens. Features adventures both on Earth & the far reaches of Space. Well illustrated. **Palladium**

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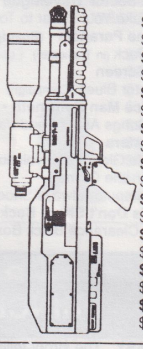

TWILIGHT 2000

SCI-FI Survival and conflict in Europe, the Mid East and America during the final days of World War III. PCs must learn to live in a hostile, ravaged environment. **GDW**

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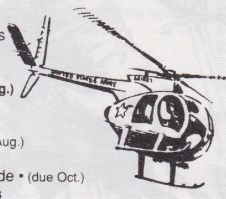

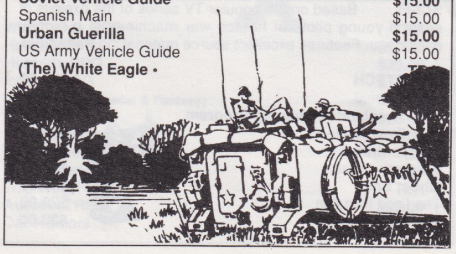

WARHAMMER

FANTASY A gothic-horror world based on mediaeval Europe, but with a dark fantasy background. Player Characters start life on the lowest rung of society! **Games Workshop**

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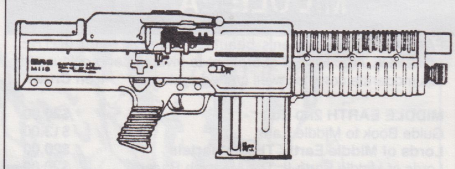

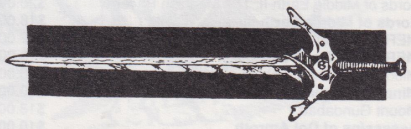

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Fantasy battle-rules, covering mass battles with powerful magic, mightly heroes and fearsome monsters. Players can use the counters provided or 25mm miniatures. One figure represents 10 or less creatures. The boxed set contains a 32 page rulebook, 2 card charts, 24 Army Roster Sheets, a 22 page scenario book, a 14-page painting guide and 800 counters (for leaders, troops & creatures). This game was originally designed for very militant AD&D characters. **$50.00**

BATTLESYSTEM 2ND EDITION

BATTLESYSTEM enable role-players to work out all their tactical battles using miniatures. This newly revised system gives players battle rules for everything from one-on-one combat to large-scale engagements. 128 pages, due out in Dec. **TBA**

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Also for use with WARHAMMER 40000, this hardcover book gives new rules for dark magic, Daemonic weapons, & Chaos attributes! Plus lots of background info' on Chaotic organisations and Army Lists. Lots o' illustrations & colour photos. "For Mature Gamers" says the box cover art, no doubt this helps boost their sales to the younger players! 282 pages. **60.00**

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This hardback book presents complete army lists with everything from Dark Elves and Pygmys, to mercenaries. Plus new rules covering combat, special troops, magic, magic items, and more monsters. All troop types are illustrated, as well as hundreds of shield & banner designs. Revised record cards included. Contains colour photos. 162-pages! **$50.00**

TOWNSCAPE

A large cardboard folder containing 39 full-colour card buildings including houses, inns, towers, ruins, and WCs. Everything is in CITADEL style 25mm. Easy to assemble (all you need are scissors & paper-glue) illustrated instructions **$45.00**

WARHAMMER 40,000

Miniatures based table-top game designed for two or more players representing the Imperium or one of its many enemies ranged against its borders. A tactical science fiction system suitable for games varying in size from simple skirmishes to full-scale engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities and bionics. There is also a very comprehensive listing of the weapons, armour, and fighting vehicles of the future. Extensive background information includes a guide and history of the galaxy plus a detailed bestiary of the bizarre beasties and aliens that inhabit the known planets. 272-pages, very well illustrated, with pull-out unit briefs, templates and record sheets. **$60.00**

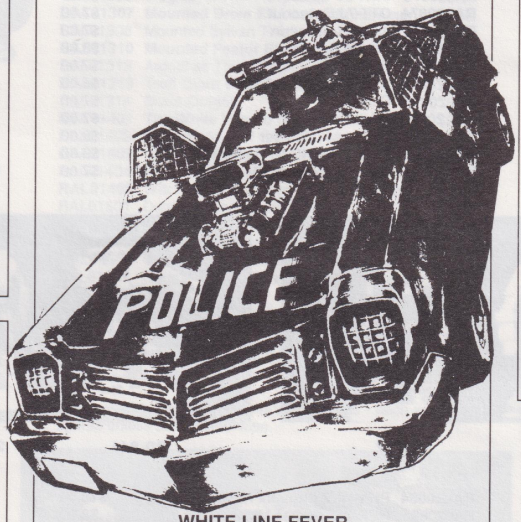
See *WARHAMMER FANTASY BATTLES* for more products.

PANZERFAUST-ARMORED FIST

Tactical World War II miniatures rules designed in Australia. This is the 3RD, commercially printed, Edition, and can be used with 1/76ND or 1/285TH scale models. Each figure or model represents one man or vehicle, thus the game mechanics are very detailed, but the overall system present a fast moving simulation. Contains very comprehensive gun tables, vehicle charts and army lists. Covers 12 nationalities, including minor countries such as Poland, Italy, etc. The extensive mechanical and organizational background material complement this very well designed publication. **$12.00**

DARK FUTURE

A miniatures game that seems to be a chaotic spawn of MAD MAX and CAR WARS. It recreates battles on the highways between the sleek killing machines of the bounty hunters and the rugged motorbikes & death-buggies of outlaw gangs. This product is another huge boxed set containing, 4 plastic vehicles (+ heaps of weapons), 4 plastic motorbikes, dice, 104-page rulebook (with great illustrations, plus charts, tables, playsheets & the DARK FUTURE background story), 16 laminated heavy-card colour road sections, 1 clear plastic ruler, and 182 sturdy laminated markers. **$80.00**



WHITE LINE FEVER

Set in a book format - containing 46-pages of advanced rules for manoeuvers, hazards, shooting, new equipment, three-wheelers, vehicle designs and characters. Includes scenarios and 13 vehicle cards. The cover doubles as a strurdy laminated hardboard reference screen. **$25.00**

ADEPTUS TITANICUS

From the WARHAMMER 40,000 universe, these are a very good set of rules for sci-fi slugfests! The basic idea is that players beat the crap out of each other with these awesome war machines that make a 'Mech look like a pea-shooter! Further CITADEL miniatures & supplements in WHITE DWARF 'mag will introduce grunts, AFVs, and new Battle Titans to the basic game. This huge boxed set contains 6 plastic Titan miniatures, 8 scenic styrene buildings, charts, rules, rulers, templates, colour counters, and hours of fun! Multi-player. **$90.00**

CHALLENGER

Covers battlegroup level games: 1950 - 1990. One miniature represents one vehicle. For 1/285TH scale miniatures. A 66 page book with two card charts, one clear plastic template and 170 markers. These are the most popular modern miniatures rules todate, with a very comprehensive system that utilizes excellent tactical detail, suberbly detailed mechanics and hard military data backed with obvious dedicated study. **$15.00**

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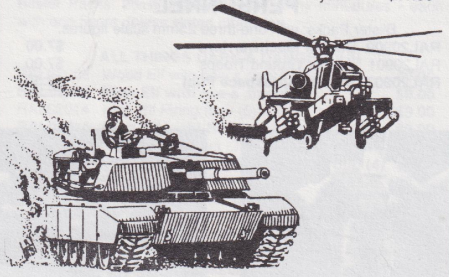
Army lists and organisations for the Middle East, Africa, the Far East, Latin America, and Intervention forces. Plus errata and new rules for the basic *CHALLENGER* system. **$11.00**



DIGEST #3

Contains engineering vehicle lists, scenarios, *CHALLENGER* rule amendments, plus new close assault mechanics, equipment listing updates, and Army listing updates (including the complete Australian Army!). 68 pages. **$10.00**

HARPOON

Modern naval wargames rules that pits individual vessels and a deadly entourage of support weapons in fierce tactical combat. A new boxed set with a 48-page rule book, a 64 page data annex book (covering over 200 ship & submarine classes, 130 types of helicopter & aircraft, missiles, gun systems, torpedoes, bombs, radar, sonar and more!), a 16 page scenario book, 2 card charts and 168 counters. **$45.00**

BATTLES OF THE 3RD WORLD WAR

Contains 14 scenarios of possible encounters in the North Atlantic during a projected global confrontation. The fleets of NATO and the USSR meet in a bitter contest for control of the ship-lanes. With new rules, secret weapons, more ship & weapon data, and essays on maritime strategy. 48-pages. **$15.00**

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CONVOY: Crossing the Atlantic during WWIII.
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Uses the *COMMAND DECISION* system for modern warfare. Recreates the savage land-air actions by the hi-tech warmachines of today. For 1/285TH scale miniatures. Includes gun charts, national vehicle data, and organizational tables (covering 12 countries). 152-pages with photos. **$25.00**

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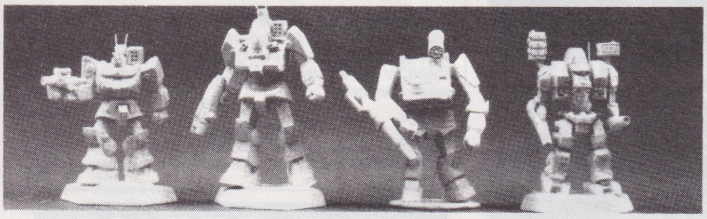

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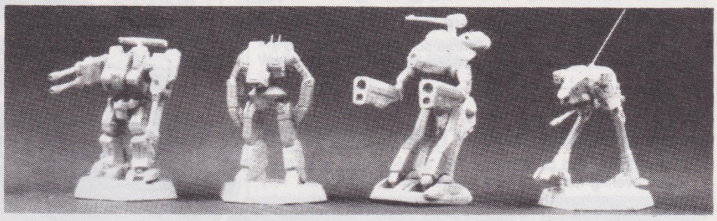

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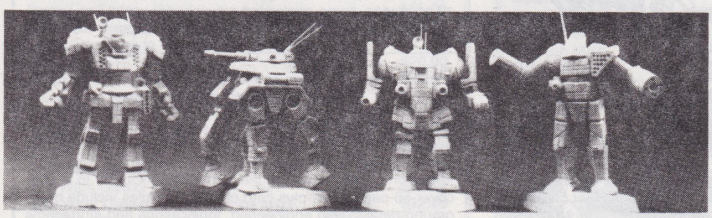

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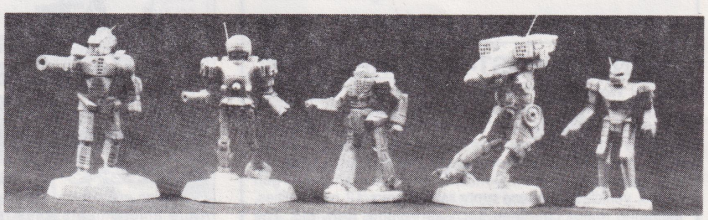

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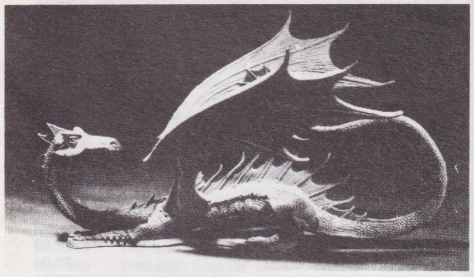

10-211 Silver Dragon

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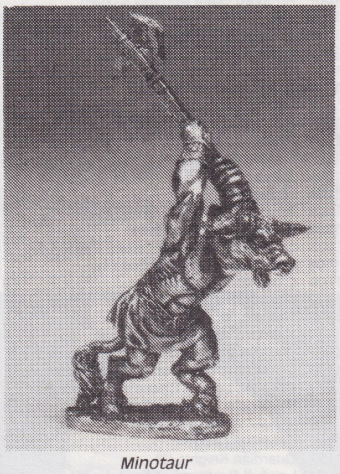
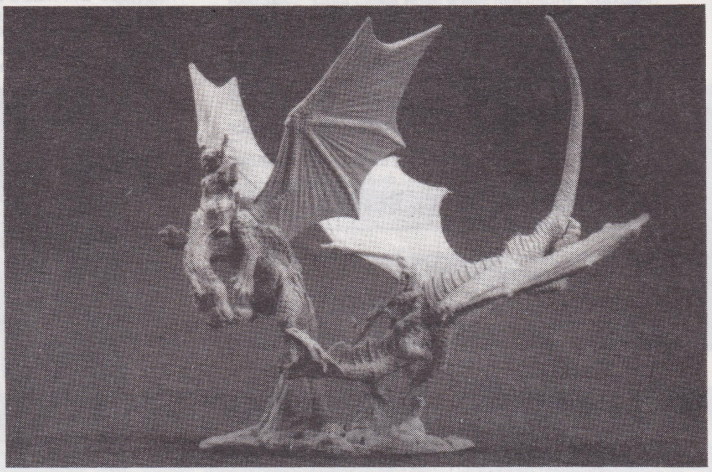


Minotaur



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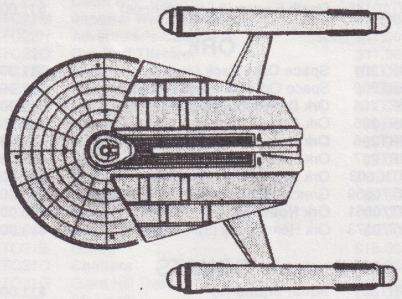

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FAS5907	**Avenger Heavy Fighter (1)**	**$10.00**
FAS5808	Lancea Light Fighter (2)	$10.00
FAS5909	**Penetrator Medium Fighter (1)**	**$10.00**
FAS5910	Martiubarbulus Heavy Fighter (1)	$10.00
FAS5911	**Space Gull Medium Fighter (2)**	**$10.00**

REN. LEGION - CENTURION

MINI-BOXED SETS: 1/285TH scale metal **'CINC'** Sci-Fi AFV miniatures - each with three vehicles plus stands.

FAS5951	**Aeneas TOG Light Tank**	**$12.00**
FAS5952	Wolverine Ren. Light Tank	$12.00
FAS5953	**Romulus TOG Medium APC**	**$12.00**
FAS5954	Spartius Ren. Medium APC	$12.00
FAS5955	**Horatius TOG Medium Tank**	**$12.00**
FAS5956	Liberator Ren. Medium Tank	$12.00
FAS5957	**Lupis TOG Light APC**	**$12.00**
FAS5958	Viper Ren. Light APC	$12.00

Don't forget **SECOND CHOICES**

CITADEL

CITADEL is the most popular manufacturer of Fantasy and Sci-Fi miniatures available today. This English company, with their exaggerated 25mm scale, have consistently produced figures with great character & animation. They also pioneered the use of plastics with their figures; producing bases, shields and weapons. Most of the items listed below are produced for specific game and rule systems.

DUNGEONS & DRAGONS

Blister Packs: contains 3 figures unless stated otherwise.

CITADD03	**Cleric with Mace**	**$5.50**
CITADD05	Female Illusionist	$4.00
CITADD08	**Assassin**	**$5.50**
CITADD09	Druid	$5.50
CITADD11	**Female Magic User**	**$5.50**
CITADD54	Hobgoblins	$5.50
CITADD55	**Gnolls**	**$6.00**
CITADD56	Two Bugbears	$6.00
CITADD60	**Norkers**	**$6.00**
CITADD71	Evil Fighter	$6.00
CITADD75	**Gorgon**	**$4.00**
CITADD76	Five Stirges	$4.00
CITADD77	**Umberhulk**	**$4.00**
CITADD80	Four Blink Dogs	$4.00
CITADD81	**Owl Bear**	**$4.00**
CITADD84	Beholder	$4.00
CITADD91	**Two Rust Monsters**	**$6.00**
CITADD93	Zombie, Shadow, Ghoul	$5.50
CITADD94	**Ghast, Wight, Lich**	**$5.50**

LORD OF THE RINGS

BLISTER PACKS

CITME55	**Mouth of Sauron: Evil Mage**	**$1.00**
CITME61	Sauron on Writhing Throne	$1.00

BOXED SETS

CITBME1	**Fellowship of the Ring** (10 figures)	**$22.00**
CITBME2	Nazgul on winged Beast	$22.00
CITBME3	**Encounter at Khazad-Dum** (Huge Balrog with Gandalf,Legolas & Boromir)	**$55.00**

BOXED SETS

MACHINERIES OF DESTRUCTION

CITMD1	**Goblin War Chariot**	**$18.00**
CITMD2	Skull Crusher Catapult	$30.00
CITMD3	**Lead Belcher Organ Gun**	**$30.00**
CITMD4	Elvern Attack Chariot	$45.00
CITMD5	**Man-Mangler (Orc Mangonel)**	**$30.00**
CITMD6	Goblin Battle Chariots	$45.00
CITMD7	**Goblobber: Dwarf Onager**	**$45.00**
CITMD8	Skeleton War Machines	$45.00
CITMD9	**Goblin Warchariot**	**$15.00**

DRAGONS

CITDRAG1	**Zombie Dragon**	**$22.00**
CITDRAG2	Blue Dragon & Sorceress	$25.00
CITDRAG3	**Green Dragon & Dwarf**	**$25.00**
CITDRAG4	Great Fire Dragon & Knight	$25.00
CITDRAG5	**Great Imperial Dragon**	**$70.00**
CITDRAG6	Orc War Wyvern	$45.00
CITDRAG7	**The Dragon Masters**	**$45.00**

REGIMENTS OF RENOWN

CITRRD1	**Bugman's Dwarf Rangers** (17 Figs.)	**$45.00**
CITRRD2	Skeleton Nightmare Legion (24 Figs.)	$45.00
CITRRD3	**Harboth's Orc Archers** (17 Figs.)	**$45.00**
CITRRD4	Skarloc's Wood Elf Archers (17 Figs.)	$45.00
CITRRD5	**Ruglud's Armored Orcs** (17 Figs.)	**$45.00**
CITRRD6	Ulthar's Dwarf Dragon Company (19 Figs)	$45.00
CITBP3	**Warhammer Plastic Fantasy Regiments**	**$45.00**

(10 each of Elf, Dwarf, Orc, Goblin, Dark Elf & Skaven)

BOXED SETS CONT.

Each with 9-12 25mm Metal Figures

CITBC1	**Adventurers Starter Pack**	**$22.00**
CITBC2	Monster Starter Set	$22.00
CITBC3	**Dwarf Lords of Legend**	**$22.00**
CITBC5	Eternal Champions	$22.00
CITBC6	**Chaos Dwarves**	**$22.00**
CITBC7	Heroic Fighters	$22.00
CITTA4	**Orc War Machine with Crew**	**$30.00**
CITTA5	Giant War Eagle & Rider	$30.00
	MOUNTED KNIGHTS SETS	
CIT74004	Knights Panther (4)	$17.00
CIT74017	**High Helms (4)**	**$17.00**
CI74029W	Order of the White Wolf (4)	$17.00
CI74029I	**Order of the Imperial Guard (4)**	**$17.00**
CI74029T	Templars (4)	$17.00
CIT74031	**Imperial General's Retinue (4)**	**$17.00**
CI74043I	Imperial General's Retinue on Foot (4)	$13.00
CI74043F	**Foot Knights (5 in blister)**	**$13.00**

Miniature orders require **SECOND CHOICES!**

CITADEL BLISTER PACKS

The number of miniatures per pack is in parenthesis.

FIGHTERS

CITF1	**Fighters (2)**	**$5.00**
CITF2	Fighters or Paladins (4-5)	$11.00
CITF2D	**Dogs of War (5)**	**$11.00**
CITF3	Barbarians (5-6)	$11.00
CITF4	**Men at Arms (5)**	**$11.00**
CITF4B/I	Bretonian/Imperial Crossbow Men (5)	$11.00
CITF4M	**Mercenaries (5)**	**$11.00**
CITF5	Marauders (5)	$11.00
CITF6	**Warriors (5-6)**	**$11.00**
CITF6B/V	Barbarian Raiders or Vikings (5)	$11.00
CITF7	**Medieval Cavalry (2)**	**$11.00**
CI74043F	**Foot Knights (5 - see Mounted Knights above)**	**$13.00**

DWARVES

CITD1	**Dwarves (2)**	**$5.00**
CITD2	Northern Dwarves (5)	$11.00
CITD3	**Chaos Dwaves (5)**	**$11.00**
CITD4	Dwarf Adventurers (5)	$11.00
CITD5	**Imperial Dwarves (5)**	**$11.00**
CITD5X	Dwarven Crossbow Squad (5)	$11.00
CITD6V	**Dwarven Villiagers (5)**	**$11.00**
CITD6E	Dwarven Engineers (5)	$11.00

CHAOS NASTIES!

CITCH2	**Chaos Warriors (4)**	**$11.00**
CITCH3W	Chaos War Machines	$16.00
CITCH4B	**Chaos Beastmen (5)**	**$11.00**
CITCH5	Sorcerers & Familiars (3/2)	$11.00
CITCH6	**Chaos Thugs (5)**	**$11.00**
CITC13C	Mounted Chaos Brothers	$12.00

ELVES

CITELF1	**Elven Warriors (5)**	**$11.00**
CITELF5C	Elven Command Group	$11.00
CITELF5W	**Elven Wardancers (5)**	**$11.00**
CITELF5K	Elven Animal Keeper (4)	$11.00
CITELF6	**Mounted Elves (2)**	**$11.00**

ORCS

CITORC1	**Warrior Orcs (4-5)**	**$11.00**
CITORC1C	Orc Command Group (4)	$11.00
CITORC2	**Savage Orcs (5)**	**$11.00**
CITORC4	Orc Champions (4)	$11.00
CITORC4G	**Orc General (mounted)**	**$11.00**
CITORC5	Orc Villagers (5)	$11.00
CITORC6	**Orc Boar Riders (2)**	**$11.00**

ORIENTALS

CITOH1	**Ninja Assassins (5)**	**$11.00**
CITOH2	Single Oriental Hero	$2.50
CITOH3	**Oriental Heroes (5)**	**$11.00**

ETERNAL CHAMPIONS

CITEC1	**Melnibonean Infantry (5)**	**$11.00**
CITEC2	Pan Tangian Infantry (5)	$11.00
CITEC3	**Pan Tangian Animal Handler (4)**	**$11.00**
CITEC4	Melnibonean Personalities (5)	$11.00
CITEC5	**Melnibonean Cavalry (2)**	**$11.00**

BLOOD BOWL

Blister packs, with five 25mm figures, unless stated otherwise

CIBB1	**Ogre Player (1)**	**$9.00**
CIBB101	Elven Players	$11.00
CIBB102	**Orc Players**	**$11.00**
CIBB103	Goblin Players	$11.00
CIBB104	**Human Players**	**$11.00**
CIBB105	Dwarven Players	$11.00
CIBB106	**Dark Elven Players**	**$11.00**
CIBB107O	Ogre Players (2)	$11.00
CIBB107T	**Troll Players (2)**	**$11.00**
CIBB108	Skaven Players	$11.00
CIBB109A	**Star Players Snotlings, Ninja, Werwolf & Knights**	**$11.00**
CIBB109B	Star Players Snotlings on pogo-sticks & 3 ugly mutants	$11.00
CIBB109C	**Star " Drow, Snotlings, Elf, Skaven & Frankenstien**	**$11.00**
CIBB109D	Star " Snotlings, Halfling, Dwarf, human & cyborg	$11.00
CIT73390	**Halfling Players (10)**	**$13.00**

WARHAMMER 40,000

The number of miniatures per pack is in parenthesis

IMPERIAL MARINES

CIRT101	**Space Marines Squad (3)**	**$11.00**
CIRT101T	Tech Marines (3)	$11.00
CIRT101C	**Chaplains (3)**	**$11.00**
CIRT103	Marine Heavy Weapons with Crew	$11.00
CIRT104	**Dreadnought Suit (1)**	**$15.00**

CIRT105	Imp. Commander on chair, with Guard	$11.00
CIRT106A	**Chaplain on Jetbike (1)**	**$11.00**
CIRT106B	Black Shadow Motorbike & Sidecar	$11.00
CIRT106C	**Chaplain on Motorbike (1)**	**$11.00**
CIRT106J	Tech on Jetbike (1)	$11.00
CIRT106M	**Medic on Motorbike (1)**	**$11.00**
CIRT106T	Tech on Motorbike (1)	$11.00
CIRT107	**Rhino Assault Vehicle Crew (3)**	**$11.00**
CITT108	Imperial Robot (1)	$11.00
CITC100I	**Single Imperial Space Marine**	**$4.00**
CITSP101	Imperial Assassin (1)	$4.50
CITSP102	**Imperial Scout (1)**	**$4.50**
CITSP104	Terminator Marine (1)	$9.00
CITSP105	**Terminator Marine Mk. II (1)**	**$6.00**
CITSP106	Adeptus Mechanicus (1)	$4.50
CISP106U	**Ultimate Terminator (3)**	**$13.00**
CITTSF33	Imperial Riding Lizards (2)	$11.00
CIT70047	**Marine Scouts (3)**	**$11.00**
CIT70145	Death Eagles (3 Elite Marines)	$11.00

ORKS

CIRT201	**Space Orks Pack (4)**	**$11.00**
CIRT202	Space Ork Command (4)	$11.00
CIRT204	**Ork Dreadnought Suit (1)**	**$15.00**
CIRT205	Ork Assault Vehicle	$18.00
CIRT206	**Ork Dreadnought Expansion Set**	**$11.00**
CIRT207	Ork Heavy Weapons	$11.00
CITIC603	**Ork Mechanical Warrior**	**$15.00**
CIT70559	Gretchin Grunts (6)	$13.00
CIT70561	**Ork Noble (3)**	**$13.00**
CIT70573	Ork Renegades (3)	$13.00

SQUATS

CIRT301	**Squat Squad (5)**	**$11.00**
CIRT302	Squat Command Group (4)	$11.00
CIRT303	**Squat Heavy Weapons**	**$11.00**
CIRT304	Squat Thudd Gun & Crew	$15.00
CIRT305	**Squat Motorbike Chopper (1)**	**$11.00**
CITIC501	Space Dwarves (5)	$11.00
CIT71007	**Squat Warriors (6)**	**$14.00**
CI71034T	Heavy Weapons Trike with rider & gunner	$14.00

SQUATS AGAIN

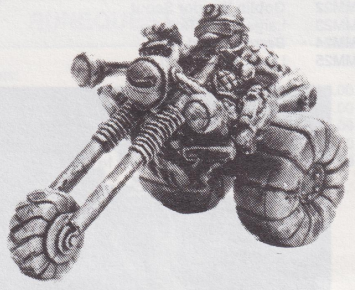
CI71034B	**Chopper-Mounted Guildbrothers (2)**	**$14.00**
CI71034W	Chopper-Mounted Warlord with sidecar	$14.00
CI71034M	**Chopper-Mounted Guildmasters (2)**	**$14.00**
CIT71046	Guild Brothers (6 of "Da' boys!")	$14.00
CIT71059	**Guild Masters (6)**	**$14.00**
CIT71061	Warlord with Hearthguards (6)	$14.00
CIT71073	**Exo Armoured Squats (3)**	**$13.00**
CIT71098	Exo Armoured Biker (1)	$14.00
CIT71105	**Squat Adventurers (6)**	**$14.00**

ELDAR

CIRT401	**Eldar Squad (5)**	**$11.00**
CIRT402	Eldar Command Group (4)	$11.00
CIRT403D	**Eldar Dreadnought Suit**	**$15.00**
CIRT403S	Eldar Spirit Warrior (Warbot) & Battle Drone	$15.00
CIRT403W	**Eldar War Walker with Pilot**	**$15.00**
CIRT404	Eldar Field Artillery & Crew	$11.00
CIRT404	**Eldar D-Cannon & Crew**	**$11.00**
CIRT405	Eldar Harlequins	$11.00
CIRT406	**Eldar Jet Cycle with Rider**	**$11.00**
CIRT407	Harlequin Jet Cycle with Rider	$11.00
CIT71545	**Eldar Scouts (6)**	**$13.00**

IMPERIAL ARMY

CIRT501	**Imperial Army Troopers (5)**	**$11.00**
CIRT502	Space Mercenaries (5)	$11.00
CIRT502W	**Imperial Guard Heavy Weapons**	**$11.00**
CIRT503	Imperial Field Equipment	$15.00
CIRT503M	**Tracked Multilaser (Rapier) with Crew**	**$15.00**
CIRT503S	Imperial Army Speeder and crew	$15.00
CIRT504G	**Imperial Guard Grenadiers (4)**	**$11.00**
CIRT504H	Human Bombs (5)	$11.00
CIRT504I	**Imperial Guards (5)**	**$11.00**
CIRT504P	Penal Battalion (5)	$11.00
CIRT505C	**Commissars (4)**	**$11.00**
CIRT505M	Medics (5)	$11.00
CIRT505O	**Senior Officers - Commissars (4)**	**$11.00**
CIRT505S	Sergeants (4)	$11.00
CIRT509B	**Guard on Motorbike**	**$11.00**



CIRT509J	Guard on Jetbike	$11.00
CIRT510	**Adeptus Mechanicus (4)**	**$11.00**
CITTFS32	Imperial Scout (plus 3 crew)	$11.00
CITTSF16	**Imperial Jet Cycle**	**$11.00**
CIT72117	Sanctioned Psykers (6)	$13.00

MISCELLANEOUS

CIRT506	**Beastmen (5)**	**$11.00**
CIRT508	Ogryn Sergeant (1)	$11.00
CIRT601A	**Adventurers (5)**	**$11.00**
CIRT601P	Pirates (5)	$11.00
CIRT602A	**Ambull (nasty space critter!)**	**$11.00**
CIRT602O	Ogryn Champion (1)	$9.00
CIRT602S	**Space Slann (2)**	**$7.00**
CIRT602T	Tyranid Squad (5)	$11.00
CIRT602Z	**Space Zoat (1)**	**$15.00**

CITIC301	Space Pirates (5)	$11.00
CIRT701	**Medics (multi-racial)**	**$11.00**
CITC3101	Chaos Renegades (Marines)	$11.00
CITC3102	**Chaos Renegade Heavy Weapons**	**$11.00**
CITTSF29	Plastic Jet Packs	$11.00
CIT72048	**Ogryn Trooper (1)**	**$11.00**
CIT72097	Ratling Snipers (6)	$13.00
CIT80009	**Hive Gang Members (6)**	**$13.00**
CITSP107	Gene Stealer (1)	$4.50

BOXED SETS

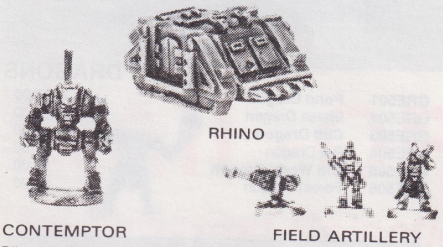
CIRTB1	Imperial Space Marines (30 Plastic Figures)	$40.00
CIRTB2	**Space Ork Raiders (17 Metal Figures)**	**$45.00**
CIRTB3	Devastators (3 Heavy Weapons)	$45.95
CIRTB4	**Imperial Rhino Assault Vehicle (3)**	**$45.00**
CIRTB5	Imperial Land Raiders - MBT (2)	$50.00
CITRTB6	**Eldar Harlequins (13 Metal Figures)**	**$45.00**
CITRTB7	Imperial Guard (36 Plastic figures)	$45.00
CITRTB8	**Predator - Rhino Assault Tank (1)**	**$27.00**
CITRTB9	Terminator Squad (8 metal figures)	$45.00
CIRT507	**Imperial Roughriders (4)**	**$17.00**
CIT72045	Imperial Guard Sentinel (mini-walker)	$22.00
CIT70546	**Ork Wartrack (halftrack gun mount)**	**$22.00**

DARK FUTURE

15mm (or are they 20mm?) miniatures.

CDF4101	**Drivers (10)**	**$11.00**
CDF4101S	Street Warriors (10)	$11.00
CDF4102	**Motorbikes & Sidecar (2)**	**$11.00**
CITPBS4	Plastic Battlescars* (*8 bikes, 4 Interceptors & 4 buggies)	$45.00

ADEPTUS TITANICUS



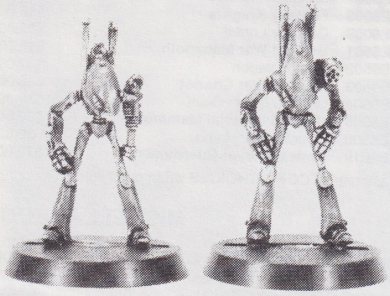
RHINO

CONTEMPTOR

FIELD ARTILLERY

Blister Packs: each with 1/285TH (?) scale metal miniatures.

CIAT9601	**Warhound Class Titan (2)**	**$11.00**
CIAT9602	Reaver Class Titan (1)	$18.00
CIAT9603	**Land Raiders (2)**	**$11.00**
CIAT9603R	Rhino APCs (5)	$13.00
CIAT9604	**Imperial Dreadnoughts (8)**	**$1.00**
CIT72753	Imperial Robots (10)	$13.00
CIAT9611	**Eldar Titan**	**$15.00**
CIAT9612	Eldar Dreadnoughts - 2 Spirit Walkers, 4 Dreadnoughts, 2 War Walker & D-Cannon!	$13.00
CITATB1	**Warlord Battle-Titans (6 plastic kits)**	**$45.00**



WAR CRY DREADNOUGHT

BANSHEE DREADOUGHT

REALMS OF CHAOS

Blister Packs: total contents in parenthes

CRC3101	**Chaos Renegades (4)**	**$11.00**
CRC3102	Renegade Heavy Weapons (2)	$11.00
CRC3201	**Chaos Warriors (4)**	**$11.00**
CRC3202	Champions Of Chaos (3)	$11.00
CRC3203	**Chaos Knight on Heavy Warhorse (1)**	**$11.00**
CRC3204	Chaos Sorcerers (4)	$11.00
CRC3205	**Chaos Thugs (5)**	**$11.00**
CRC3301K	Greater Demon of Khorne (1)	$15.00
CRC3301N	**Greater Demon of Nurgle (1)**	**$16.00**
CRC3301S	Greater Demon of Slannesh (1)	$15.00
CRC3301T	**Greater Demon of Tzeentch (1)**	**$12.00**
CRC3302N	Champions of Nurgle (3)	$11.00
CRC3302B	**Bloodletters (2)**	**411.00**
CRC3302D	Daemonettes (5)	$11.00
CRC3303	**Juggernaut of Korne (1)**	**$16.00**
CRC3303S	Slannesh with Renegade Rider	$11.00
CRC3304F	**Fiends of Slannesh (2)**	**$11.00**
CRC3304H	Flesh Hounds (2)	$11.00
CRC3305	**Familiars (8)**	**$11.00**
CRC3401	Chaos Beastmen (5)	$11.00
CRC3402	**Chaos Centaurs (2)**	**$11.00**
CRC3403	Chaos Snakemen (3)	$11.00
CRC3404	**Chaos Dwarf Crossbows**	**$11.00**
CRC3406B	Chaos War Machine -Basher	$15.00
CRC3406S	**Chaos War Machine -Slasher**	**$11.00**
CITC3407	Chaos Swivelgun & Crew (2/4)	$11.00
CITC22K	**Chaos Petard & Bazooka**	**$11.00**
CIT70339	Renegade Dreadmought (1)	$17.00
CIT71085	**Chaos Squats (6)**	**$13.00**
CIT73179	Chaos Knights (4 - boxed)	$17.00

TALISMAN

CITTL1	**Satyr, Prophetess, Philosopher, Wizard and Soldier**	**$11.00**
CITTL2	Dwarf, Sorceress, Knight, Centaur	$11.00
CITTL3	**Gladiator, Leprechaun, Toad, Troll**	**$11.00**
CITTL4	Druid, Elf, Assassin, Rogue, Halfling	$11.00
CITTL5	**Thief, Barbarian, Ninja, Toad, and Hobgoblin**	**$11.00**
CITTL6	Ghoul, Orc, Woodsman, Toad, Amazon	$11.00
CITTL7	**Ranger, Priest, Monk, Merchant, and Pilgrim**	**$11.00**
CITTL8	Necromancer, Ministrel, Witch Doctor	$11.00
CITTL9	**Chaos Warrior, Samurai, Toad, Warrior**	**$11.00**
CITTL10	Scout, Highlander, Inquisitor, Spy, and Saracen	$11.00
CITTL11	**Warrior Monk, Zulu, Gypsy, Dark Elf, and Conjurer**	**$11.00**
CITTL12	Sprite, Pirate, Swordsman, Swashbuckler, and another Toad!	$11.00
CITTL13	**Astronaut, Space Pirate, Chainsaw Warrior, & Astropath**	**$11.00**
CITTL14	Cyborg, Scientist, Archaeologist, and Space Marine	$11.00

GENERAL RANGE

CITAC1	**Adventurer (Wizards, Clerics & Thieves)**	**$2.50**
CITC02	Wizards (5)	$11.00
CITC03	**Clerics (5)**	**$11.00**
CITCO4	Thieves	$11.00
CITC07	**Rangers (4)**	**$11.00**
CITC08	High Elves (5)	$11.00
CITC09	**Dark Elves (5)**	**$11.00**
CITC09C	Dark Elf Command Group (5)	$11.00
CITC10	**Half Orcs (4)**	**$9.00**
CITC11	Halflings (6-7)	$11.00
CITC12	**Goblins (5)**	**$11.00**
CITC12C	Goblin Command Group	$11.00
CITC12F	**Goblin Fanatics**	**$11.00**
CITC13B	Bard - Mounted	$11.00
CITC13C	**Chaos Brothers (2)**	**$11.00**
CITC13D	Dark Elf General	$11.00
CITC13E	**Evil Warlord - Mounted**	**$11.00**
CITC14	A flock of Snotlings (11)	$12.00
CITC17	**Skeletons**	**$11.00**
CITC18N	Night Horrors (4)	$12.00
CITC20	**Troll**	**$9.00**
CITC21G	Goblin Wolf Riders (2)	$9.00
CITC21L	**Lizard Riders**	**$9.00**
CITC21U	Undead Cavalry	$9.00
CITC22A	**Skaven Rat Ogres (2)**	**$11.00**
CITC22B	Dark Elf Crossbow	$11.00

CITC22C	**Bugman's Cart**	**$11.00**
CITC22D	Nippon Rocket Crew	$11.00
CITC22E	**Chaos Hounds**	**$11.00**
CITC22F	Dwarf Flame Cannon	$11.00
CITC22G	**Plague Cart**	**$11.00**
CITC22H	Hobgoblin Rocket Crew	$11.00
CITC22I	**Skaven War Machines**	**$11.00**
CITC22J	Snotling Attack Cart	$11.00
CITC22K	**Chaos Petard & Bazooka**	**$11.00**
CITC22L	Dwarf Bolt Thrower	$11.00
CITC22M	**Imperial War Cannon**	**$11.00**
CITC22N	Adventurer's Cart	$11.00
CITC22O	**Orc Bolt Thrower**	**$11.00**
CITC22P	Armorer's Wagon	$11.00
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CITC22R	Dwarf Flame Thrower & Crew (2)	$11.00
CITC23	**Hideous Giant Ogre**	**$9.00**
CITC25M	Minotaur	$9.00
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CITC28	Giant	$15.00
CITC29C	**Culchan Giant Bird**	**$9.00**
CITC29D	Dragon Turtle	$9.00
CITC29Y	**Young Dragon**	**$9.00**
CITC31B	Balrog	$15.00
CITC31C	**Chimera**	**$14.00**
CITC31G	Giant Hill Troll	$14.00
CITC32	**Slann (3)**	**$11.00**
CITC34E	Elementals (1)	$11.00
CITC34F	**Flying Nasties (2)**	**$11.00**
CITC34M	Minotaur Lord	$11.00
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CITC36	Hobgoblin (1)	$2.50
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CITC46M	Militia (5)	$11.00
CITC47	**Skaven Warriors**	**$11.00**
CITC47C	Skaven Command	$11.00
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CITTSF25	Dwarven Gyro Copter	$11.00
CITTSF31	**Temple Guard-Dog**	**$11.00**

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CITPBS1	**Skeleton Horde (24 miniatures)**	**$22.00**
CITPBS2	Daleks & Cybermen (20 each!)	$25.00
CITPS1	**Psycho-Styrene Dwarves (3)**	**$4.00**
CITPS2	Drastik Plastic Orcs (3)	$4.00
CITPS3	**WARLOCK OF FIRETOP MT. Figures**	**$5.00**

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IRON CLAW

CITIC101	**Dwarves (5)**	**$11.00**
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CITIC301	**Space Pirates (5)**	**$11.00**
CITIC401	Death Riders - Undead Cavalry (2)	$13.00
CITIC501	**Space Dwarves (5)**	**$11.00**
CITIC601	Giant Black Orcs (2)	$11.00
CITIC602	**Fantasy Goblins (5)**	**$11.00**
CITIC603	Goblin War Machine	$16.00
CITIC701	**(WH40K?) Goblin Mechanical Warrior**	**$15.00**

MISCELLANEOUS STOCK

CITAA	Arcane Amorials (226 colour shield decals)	$27.00
CITSB2	**Slotta Bases (20 small plastic square bases)**	**$2.50**
CITSB9	Shields (12 Metal Designs)	$3.00
CIT7177	**Citadel Catalogue #1 (fully illustrated!)**	**$8.00**
PAC2850	Large figure storage box. Made from very sturdy plastic with 2 layers of foam cutouts for 80 figures.	**$40.00**

PAINT SETS

CITP1	**Color Paint Set #1 (12 Acrylics - boxed)** (Skull White, Chaos Black, Blood Red, Bronzed Flesh, Woodland Green, Enchanted Blue, Sunburst Yellow, Mithril Silver & Shining Gold)	**$27.00**
CITP2	**Creature Paint Set #2 (12 Acrylics - boxed)** (Rotting Flesh, Goblin Green, Elf Grey, Worm Purple, Hobgoblin Orange, Orc Brown, Spearstaff Brown, Swamp Brown &Chainmail)	**$27.00**
CITP3	**Monster Paint Set #3 (12 Acrylics - boxed)** (Imperial Purple, Titillating Pink, Electric Blue, Moody Blue, Bestial Brown, Bilious Green, Brazen Bronze, Red Gore & Ghoul Grey)	**$27.00**
CITP4	**Expert Inks (12 Inks - boxed)** (Red, Orange, Yellow, Green, Blue, Purple, Brown, Chestnut Brown & Black)	**$27.00**
RAL77750	**Chaos War Colours (6 Acrylics)** (Mold, Slate, Burgundy, Metallic Blue, Metallic Green & Metallic Red)	**$13.00**
RAL77730	**Fantasy Paints Set (8 Acrylics - boxed)** (Silver, Gold, Blue, White, Black, Yellow, Red, Green, Paint Brush & 1 miniature!)	**$22.50**

GRENADIER

GRENADIER is an American producer with a reputation for detail and crisp casting. Their figures are all in the traditional 25mm scale, and have long been regarded as the equal to Ral Partha's best! However some of their most current releases aren't quite as good as the older ones (nothing a good paint job can't fix!). Unluckily re-stocks are usually slow, so please include second choices when ordering.

DRAGON LORDS BOXED SETS

DRAGONS

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GRE2503	**White Dragon**	**$20.00**
GRE2504	Brass Dragon	$20.00
GRE2505	**Green Dragon**	**$20.00**
GRE2506	Silver Dragon	$20.00
GRE2507	**Blue Dragon**	**$20.00**
GRE2508	Copper Dragon	$20.00
GRE2509	**Bronze Dragon**	**$20.00**
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GRE2511	**Platinum Dragon**	**$20.00**
GRE2512	Spectral Dragon	$20.00
GRE2513	**Sea Dragon**	**$20.00**
GRE2514	Dragonlisk	$20.00
GRE2515	**Iron Dragon**	**$20.00**

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GRE3503	Frost Giants (1 Male & 1Female)	$20.00
GRE3504	**Forest Giant**	**$20.00**
GRE3505	Hill Giants (2 Male & 1 Female)	$20.00
GRE3506	**Chaos Giant**	**$20.00**

FANTASTIC REALMS

With 8-10 25mm Miniatures.

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GRE2005	Fighting Men	$20.00
GRE2006	**Specialists**	**$20.00**
GRE2010	Marsh Horrors	$20.00
GRE2011	**Orcs of the Severed Hand**	**$20.00**
GRE2012	Subterranean Terrors	$20.00
GRE2013	**Adventurers of the Golden Quest**	**$20.00**
GRE2015	Dragon Killers	$20.00
GRE2016	**Magic Users**	**$20.00**
GRE2017	Ninja & Samurai	$20.00
GRE2018	**Female Adventurers**	**$20.00**
GRE1501	Monster Manuscript Vol. 1 (A-B)	$22.50
GRE1502	**Monster Manuscript Vol. 2 (C-D)**	**$22.50**

ENCOUNTER SERIES

With 9-13 pieces and scenario notes.

GRE2022	**Deephaven**	**$20.00**
GRE2023	The Ogre's Lair	$20.00
GRE2024	**The Red Dragon Inn**	**$20.00**
GRE2025	Darkwood Keep	$20.00
GRE2026	**Crypt of the Warrior King**	**$20.00**
GRE2028	Blood Valley	$20.00
GRE2029	**The Forest of Elvenwood**	**$20.00**

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Boxed Sets: with 10-12 metal 25mm figures.

GRE7502	Sauron's Dark Ones	$25.00
GRE7503	**Shelob's Lair**	**$25.00**
GRE7504	Hillmen of the Trollshaws	$25.00
GRE7505	**Isengard**	**$25.00**

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Boxed sets, each containing ten 25mm miniatures

GRE40301	**Heroes of the Rebellion**	**$25.00**
GRE40302	Imperial Forces	$25.00

FANTASY LORDS BLISTER PACKS

MULTI-PACKS

Each pack contains three 25mm figures unless stated otherwise

GRE113	**Orcus (1)**	**$7.00**
GRE114	Storm Giant (1)	$7.00
GRE115	**Bugbears**	**$7.00**
GRE116	Flesh & Iron Golems	$7.00
GRE117	**Dragonmen Warriors**	**$7.00**
GRE118	Scorpions (2)	$7.00
GRE119	**Hill Giant (1)**	**$7.00**
GRE120	Winged Folk Warriors	$7.00
GRE121	**Mounted Knight**	**$7.00**
GRE122	Wizards	$7.00
GRE123	**Lizardmen**	**$7.00**
GRE124	Dwarf Hydra (1)	$7.00
GRE125	**Armored Dragonmen**	**$7.00**
GRE126	Ninja and Ronin	$7.00
GRE127	**Familiars & Homoculi (9)**	**$7.00**
GRE128	St George & The Dragon	$7.00
GRE129	**Undead Orcs**	**$7.00**
GRE130	Dart Thrower & Undead Crew	$7.00
GRE131	**Elite Undead Infantry**	**$7.00**
GRE132	Flying Carpet with Crew	$7.00
GRE133	**Samurai**	**$7.00**
GRE134	Armored Centaurs (2)	$7.00
GRE135	**Umberbulk**	**(1)$7.00**
GRE136	Goatkin Warriors	$7.00
GRE137	**Skeleton Command**	**$7.00**
GRE138	Hippogriff (1)	$7.00
GRE139	**Human Captives**	**$7.00**
GRE140	Barbarians	$7.00
GRE141	**Ogres (2)**	**$7.00**
GRE142	Clerics	$7.00
GRE143	**Undead Centaurs (2)**	**$7.00**
GRE144	Mounted Paladin	$7.00
GRE145	**Barbarian Tribesmen**	**$7.00**
GRE146	Assassins	$7.00
GRE147	**Dark Evils**	**$7.00**
GRE148	Kobolds (4)	$7.00
GRE149	**Ninja Giant (1)**	**$7.00**
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GRE151	**Hobgoblins**	**$7.00**
GRE152	Ninja Hit Squad	$7.00
GRE153	**Dragonmen Specialists**	**$7.00**
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GRE156	Mounted Orc Chieftan	$7.00
GRE157	**Undead Scouting Party**	**$7.00**
GRE158	Vikings	$7.00
GRE159	**Samurai Command**	**$7.00**
GRE160	Unicorn & Mounted Virgin	$7.00
GRE161	**Skeleton Ninja**	**$7.00**
GRE162	Skeleton Knights	$7.00
GRE163	**Black Drake**	**$7.00**
GRE164	Mounted Samurai & Standard	$7.00
GRE165	**Skeleton Lancers (2)**	**$7.00**
GRE166	War Trolls	$7.00
GRE167	**Skeleton Flyer with pilot**	**$7.00**
GRE168	Oriental Spearmen	$7.00
GRE169	**Foot Knights**	**$7.00**
GRE170	Charon Boatman & victims	$7.00
GRE171	**Treeman**	**$7.00**
GRE172	Mounted Wraith	$7.00
GRE173	**Skeleton Samurai**	**$7.00**
GRE174	Armored Ogre Giant	$7.00
GRE175	**Armored Norse Giant**	**$7.00**
GREO1	Giant Litche Lord (1)	$6.00
GREO2	**Mounted & Standing Dwarf**	**$6.00**
GREO3	Mounted & Standing Fighter	$6.00
GREO4	**Gnome Fighters (4)**	**$6.00**
GREO5	Orc Beer Wagon (4 pieces)	$6.00
GREO6	**Giant Corsair (1)**	**$6.00**
GREO7	Dark Elves (3)	$6.00
GREO8	**Female Fighter in chain-mail bikini!**	**$6.00**
GREO9	Armoured Greek Titan with sword & shield	$6.00
GRE#10	**King & two Princes**	**$6.00**
GRE#11	Undead Giant Cyclops throwing rock	$6.00
GRE#12	**Giant Stone Idol with gems**	**$6.00**
GRE#13	Queen, Princess & Jester	$6.00
GRE#14	**Mounted & Standing Skeleton with staff**	**$6.00**
GRE#15	Battle Cyclops in scale with club	$6.00
GRE#16	**Plains Elves (warriors)**	**$6.00**
GRE#17	Wererat Skeletons (3)	$6.00
GRE#18	**Griffon (1)**	**$6.00**

CHARACTERS

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GRE804	Half-Elf Fighter Mage	$3.00
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GRE808	Dwarf Fighter	$3.00
GRE809	**Fighting Bard**	**$3.00**
GRE810	Thief with Sword	$3.00
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GRE812	Female Cleric	$3.00
GRE813	**Female Assassin**	**$3.00**
GRE814	Chaotic Hero	$3.00
GRE815	**Nasty Reaver**	**$3.00**
GRE816	Elf Fighter	$3.00
GRE817	**Robed Cleric**	**$3.00**
GRE818	Buccaneer	$3.00
GRE819	**Cavalier with plate & sword**	**$3.00**
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GRE821	**Knight with Great Sword**	**$3.00**
GRE822	Evil Dwarf with plate & axe	$3.00
GRE823	**Halfling Scout**	**$3.00**
GRE824	Lady Mage	$3.00

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GRE827	**Fighter with Axe in plate**	**$3.00**
GRE828	Weaponmaster in scale	$3.00
GRE829	**Assassin**	**$3.00**
GRE830	Huntress in plate with bow & sword	$3.00

GRE831	**Female Fighter in plate with axe & shield**	**$3.00**
GRE832	Orc Champion in chain with sword	$3.00
GRE833	**Gnome in plate with 2-handed sword**	**$3.00**
GRE834	Chaos Cleric with 2-handed mace	$3.00
GRE835	**Knight in plate with ornate shield**	**$3.00**
GRE836	Fighter Mage with sword & staff	$3.00
GRE837	**Ranger in Plate with sword & shield**	**$3.00**
GRE838	Adventuring Thief with sword & sling	$3.00
GRE839	**Illusionist**	**$3.00**
GRE840	Royal Knight in Plate with greatsword	$3.00
GRE841	**Evil Warrior in Plate with sword & shield**	**$3.00**
GRE842	Princess	$3.00
GRE843	**Female Thief with sword & dagger**	**$3.00**
GRE845	Half-Elf Fighter Thief with sword	$3.00
GRE846	**Armored Cleric with mace & shield**	**$3.00**
GRE847	Death Lord with 2-handed sword	$3.00
GRE848	**Chaos Warrior in strange armour**	**$3.00**
GRE849	Paladin in plate with 2-handed Runesword	$3.00
GRE850	**Barbarian Fighter with axe, sword & shield**	**$3.00**
GRE851	Evil Cleric in plate with mace	$3.00
GRE852	**Conjuror**	**$3.00**
GRE853	Halfling Thief with sly grin	$3.00
GRE854	**Elf Sorceress**	**$3.00**
GRE855	Female Barbarian in plate with sword & shield	$3.00
GRE856	**Hero (knight) with sword & shield**	**$3.00**
GRE857	Anti-Hero in plate with axe & arm-spike	$3.00
GRE858	**Elven Warrior with bow, sword & shield**	**$3.00**
GRE859	Chaotic Wizard	$3.00
GRE860	**Dwarf Hero in plate with axe**	**$3.00**

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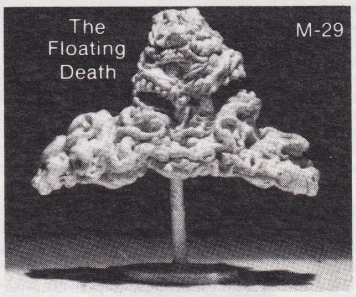

DRAGONS

GRE501	**Pond Dragon**	**$7.00**
GRE502	Marsh Dragon	$7.00
GRE503	**Cliff Dragon**	**$7.00**
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FANTASY LORDS

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GRE6006	**Demons**	**$30.00**
GRE6007	Dungeon Raiders	$30.00
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GRE6009	Comedy Lords!	$30.00
GRE5501	**Undead War Mammoth**	**$30.00**
GRE5502	Death Dragon	$30.00
GRE5503	**Undead War Chariot**	**$30.00**
GRE5504	Undead Death Giant	$30.00
GRE5505	**Undead Imperial Mammoth**	**$30.00**
GRE5506	Undead War Rhino	$30.00
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MISCELLANEOUS

GRE1003	Alien Animals	$30.00
GRE1004	**Alien Mercenaries**	**$30.00**
GRE9502	DC Heroes: The New Teen Titans	$25.00
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GRE1605	Amazons - Army of Minerva	$22.00

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GRE203	**Adventurers**	**$8.00**
GRE204	Sinister Gentlemen	$8.00
GRE205	**Investigators**	**$8.00**
GRE206	Cops	$8.00
GRE207	**Nightmares**	**$8.00**
GRE208	Undead	$8.00
GRE209	**Ghouls**	**$8.00**
GRE210	Serpentmen & Mi-Go	$8.00
GRE211	**Sand Dwellers**	**$8.00**
GRE212	Deep Ones	$8.00
GRE213	**Cthonians (2)**	**$8.00**
GRE214	Nyarlathotep (1)	$8.00
GRE215	**Tsathogghua (1)**	**$8.00**
GRE216	Old One & Dimensional Shambler (2)	$8.00
GRE217	**Spawn of Cthulhu (1)**	**$8.00**
GRE218	Hunting Horror (1)	$8.00

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GRE403	**Polish Infantry**	**$8.00**
GRE404	Armed Civilians	$8.00
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GRE411	**Polish Paratroopers**	**$8.00**
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GRE604	Yellow Trouble Shooters	$8.00
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GRE611	**Infra-Red Drones**	**$8.00**
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